

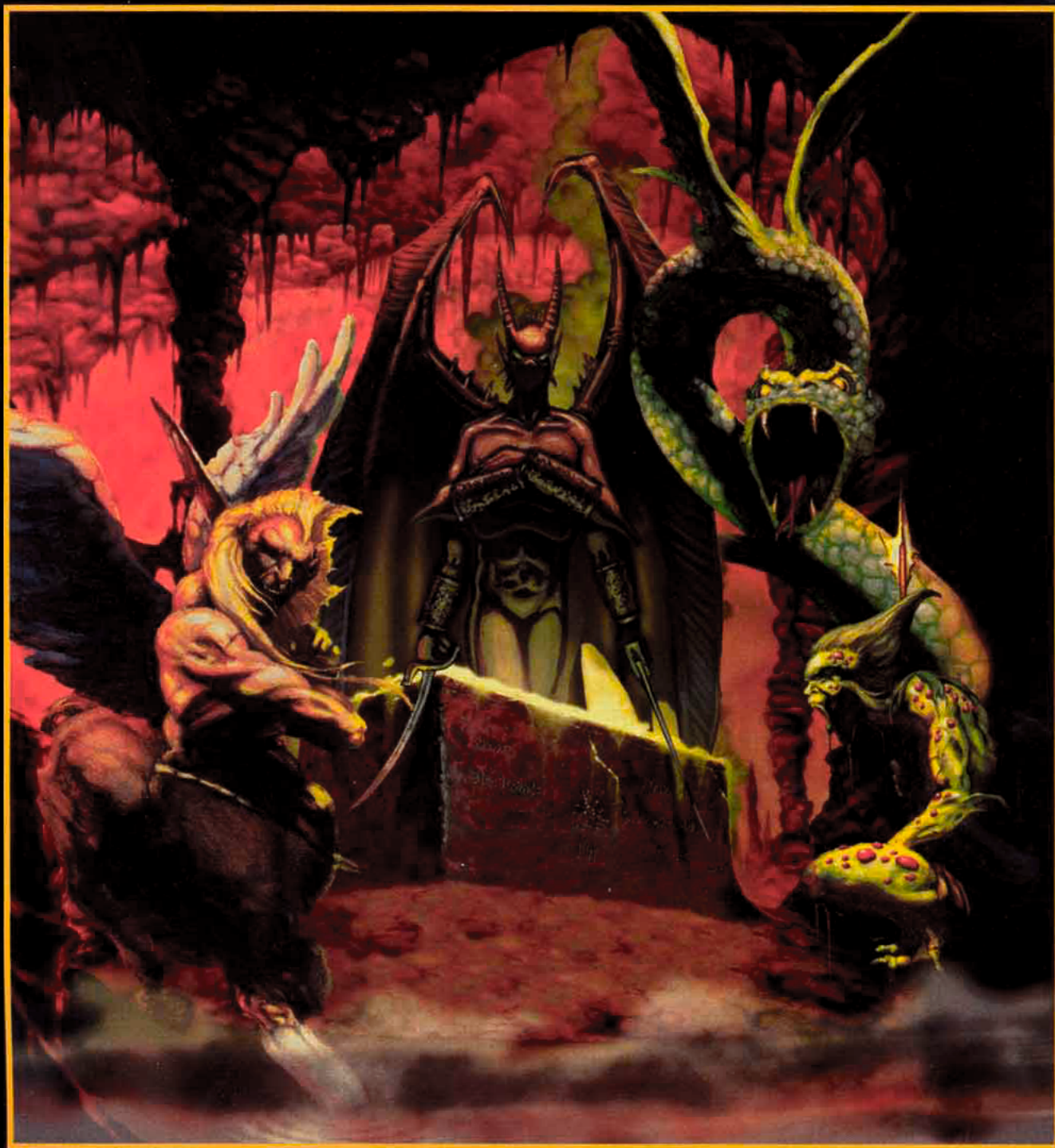


MONSTROUS COMPENDIUM® Annual

Volume Three

2166

Advanced Dungeons & Dragons®



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Advanced Dungeons & Dragons®

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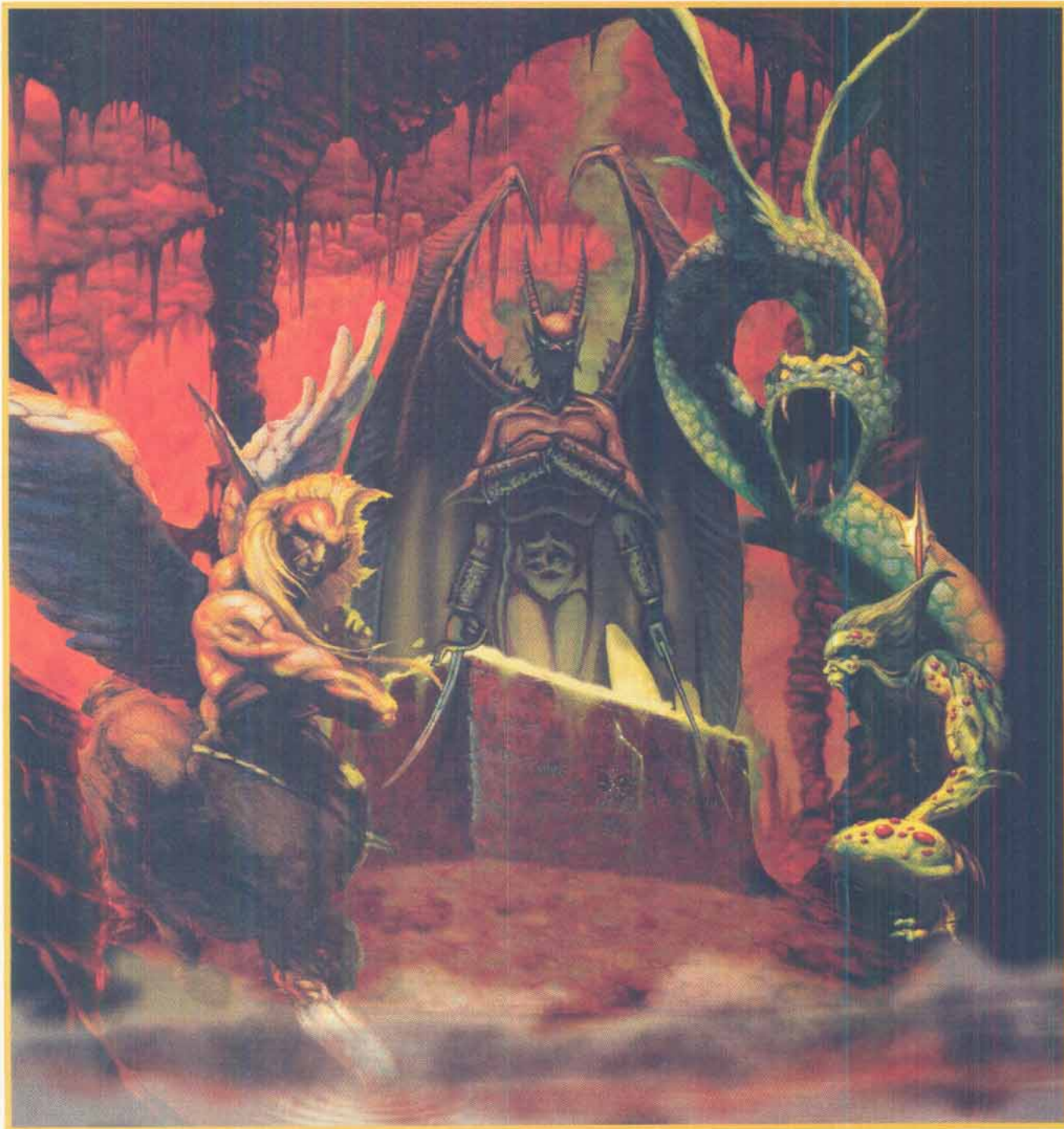
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How to Use This Book

This is the third annual **MONSTROUS COMPENDIUM**® book. The series features creatures that appeared in various TSR role-playing games and periodicals over a single year—in this case, 1995. The selections come from myriad game worlds, but they've been developed with the intent to make them useful in any campaign setting; those who own products containing these monsters may discover slight variations if they compare the respective entries. Even so, monsters that come from product lines like the **BIRTHRIGHT**® campaign setting or the **DARK SUN**® savage lands often remain quite distinctive, and they should be chosen with care for use in an adventure. For example, most adventurers aren't likely to happen upon the Dream Spawn or a Temporal Glider as they wander along the road to glory.

This year features a complete index to the **MONSTROUS MANUAL**™ Tome and all three **MONSTROUS COMPENDIUM** annuals. Instructions for using the index are given at the back of this volume, where the index begins.

Each monster entry includes the following information:

CLIMATE/TERRAIN defines where the creature is most often found. Normally, climates include terms such as arctic, subarctic, temperate, and tropical. Terrain types include plain/scrub, forest, rough/hill, mountain, swamp, and desert. Note that the **PLANESCAPE**® Demiplane of Time is the same as the Temporal Prime from the product *Chronomancer* (#9506).

FREQUENCY is the likelihood of encountering a creature in any given area. Very rare indicates a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas. This entry can be used as a guideline for adventure design.

ORGANIZATION is a description of the general social structure that the monster adopts. Common types are solitary, clan, pack, herd, and flock. In many cases, solitary includes small family groups or mated pairs.

ACTIVITY CYCLE is the time of day when the monster is normally awake and most alert. Those who tend to be busiest at night may be active at any time in subterranean or similar settings. It is worth remembering that the activity cycle entry is a general guide, and exceptions are fairly common.

DIET indicates what the creature generally eats, of course. Carnivores eat meat, herbivores eat plants, omnivores eat either, and scavengers dine mainly on carrion. Unusual entries, like *life energy* or *emotions*, may appear from time to time, and they are fully explained in the text.

INTELLIGENCE is the equivalent of the attribute score of the same name. Certain unintelligent monsters are instinctively cunning hunters, and these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21+	Godlike intelligence

TREASURE refers to the treasure tables that are found in the *DUNGEON MASTER*® Guide (DMG). The entry indicates the type of treasure likely to be found on or with an individual monster. Treasure should be adjusted downward if only a few monsters are encountered. This figure may be further increased or decreased at the DM's discretion. These tables should not be used to place dungeon treasure, as numbers encountered underground will be much smaller. Intelligent monsters will usually use magical items that are present, and try to carry off their most valuable treasures if hard-pressed.

Major treasures are normally found in the monster's lair and designated in parentheses. As a rule, these should not be determined randomly, but ought to be designed and placed by the DM. If he or she decides to assign such treasure randomly, it's best to roll for each type possible; if all rolls fail, no treasure of any type is found.

Unusually large or small treasures are noted by a parenthetical multiplier (x10, x½, etc.). These should not be confused with treasure type X.

ALIGNMENT indicates the general behavior of an average monster of that type. Exceptions, though uncommon, may certainly be encountered.

NO. APPEARING indicates an average number of creatures that will be encountered in the wild. The DM should alter this to fit particular circumstances as the need arises. In many cases, additional information on this topic will be presented in the **Habitat/Society** or **Ecology** section.

ARMOR CLASS is a rating of the monster's resistance to damage in combat. In many cases this is based upon the creature's natural defenses, but it can also indicate armor worn by humanoids or other creatures. In some cases, high speed, natural agility, or magical protection may play a part in the determination of a creature's Armor Class rating. Humans and humanoids of roughly man size that wear armor will have an unarmored rating in parentheses. *Listed ACs do not include any special bonuses noted in the monster's description.*

MOVEMENT shows the relative speed of the creature compared to an unencumbered human, who has a rating of 12. Higher speeds may be possible for short periods. Human, demi-human, and humanoid movement rates are often modified by armor type (unarmored rates are given in parentheses). Movement through common media are abbreviated as follows:

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Fl	Flying
Sw	Swimming
Br	Burrowing
Wb	Moving in a web

Flying creatures also have a maneuverability class of A to E, which is indicated in parentheses. Complete information on maneuverability classes and their use can be found in the aerial combat rules in the *DMG*.

HIT DICE indicates the number of dice rolled to generate the creature's hit points. Unless otherwise stated, Hit Dice are 8-sided. The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points.

Some monsters will have additional points added to the total rolled on the Hit Dice. Thus, a creature with a rating of 4 + 4 has between 8 and 36 hit points. Monsters with a bonus of +3 or more added to their rolled hit points are considered to have an extra Hit Die for the purposes of attack rolls and saving throws. Thus, a creature with 4 + 4 HD attacks and saves as if it had 5 Hit Dice.

In rare cases, a monster will have a hit point spread without a Hit Dice rating. In order to determine the number of Hit Dice that such creatures have for attacks and saving throws, divide the listed hit points by 4. Round the Hit Die rating up with remainders of 0.5 or greater, and drop all other fractions.

THAC0 is the base roll that the monster needs to hit an enemy with an Armor Class of 0. This is a function of Hit Dice, as described in the Combat section of the *DMG*. Modifiers to the creature's attack roll will be presented in the **Combat** section of the entry, but the listed THAC0 does not include any special bonuses.

NO. OF ATTACKS indicates the number of times that the monster can attack in a single round. Multiple attacks can indicate several attacking arms, raking paws, multiple heads, etc. In some cases this does not include special attacks listed in the **Combat** section, but the text will make that clear. This number may be modified by hits that sever members, by *haste* and *slow* spells, and so forth.

DAMAGE/ATTACK shows the severity of a given attack and is expressed as a number and type of dice, which are rolled to determine the total number of hit points lost by the target of the attack. If the monster uses weapons, the damage listed is for its favored weapon. Damage bonuses due to high strength, special abilities, and the like are listed in the **Combat** section of the entry.

SPECIAL ATTACKS details any unusual attack modes possessed by the creature such as a breath weapon, spell use, poison, and the like. These are fully explained in the monster description.

SPECIAL DEFENSES provides information detailing any unusual resistances to harm that the monster might have. These commonly include an immunity to certain forms of attack or an invulnerability to nonmagical weapons, among other possibilities. These are fully detailed in the monster description.

MAGIC RESISTANCE is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the spell penetrates this resistance, the creature is still entitled to any saving throws normally allowed.

SIZE is an indication of the overall dimensions of the creature. In the case of humanoids, it indicates the height of the monster. For other creatures (snakes and dragons, for example), it refers to the monster's length. Other measurements are possible and will be explained in the text.

T = tiny	under 2 feet tall
S = small	2 to 4 feet tall
M = man-sized	4 to 7 feet tall
L = large	7 to 12 feet tall
H = huge	12 to 25 feet tall
G = gargantuan	over 25 feet tall

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale ratings correspond to the following range:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that may be modified by the DM for the degree of challenge, encounter situation, and overall campaign balance.

PSIONICS gives a complete breakdown of the creature's innate psionic abilities, including sciences or devotions known and *psionic strength points* (PSPs) available. A thorough understanding of this section requires familiarity with the *Complete Psionics Handbook*. This entry is included only for those creatures that have psionic powers.

Combat provides all of the information that a DM will need to resolve a battle with the monster. Among other things, it details special combat abilities, arms or armor, and unusual tactics employed by the creature.

Habitat/Society outlines the monster's general behavior, nature, social structure, guardian minions, and goals. Whereas the previous section provided information needed for resolving skirmishes involving the creature, this entry provides information useful for role-playing encounters.

Ecology describes how the monster fits into the campaign world (including common enemies or prey), gives useful products or byproducts of the creature, and presents other miscellaneous information. This information can help the Dungeon

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Master decide exactly when and where to introduce the monster into his or her campaign.

Close Variations of a monster are given in a special section after the main monster entry. For example, the "bonebat" entry also includes a brief discussion of the "battlebat," a closely related creature.

As of this writing, it has been about seven years since the final touches were put into the Second Edition of the *ADVANCED DUNGEONS & DRAGONS* rules. In that time, a number of major and minor changes have been introduced to the game system. One of the more important revisions is a change to the formula used to calculate experience-point rewards for defeating the various monsters encountered during an adventure. This revision was introduced in the *MONSTROUS MANUAL* hardbound and has become the new standard for the calculation of experience points.

The experience point values for the monsters in this *MONSTROUS COMPENDIUM* appendix have all been calculated using the new, revised rules. The table to the right, updating the one printed in the *AD&D* 2nd Edition *DUNGEON MASTER Guide*, is provided in order to make the DM's task easier when designing his or her own monsters.

It's worth noting that in some cases the DM will want to deviate from the values given here. Some monsters are so powerful that the experience point rewards generated with these tables will be far less than a party might deserve. A good example of such a creature is one of the denizens of the Abyss, such as the greater Tanar'ri described in this book, or any of the legendary *awnsheghli* of the *BIRTHRIGHT* setting.

What has changed?

None of these changes affects the general way in which experience points are calculated. A DM still begins by noting the number of Hit Dice that a monster has (Table 31) and then applying some modifiers, based on the general powers and abilities of that creature. Only the modifiers (Table 32) have changed, although both tables have been printed here for easy reference.

Two new entries for psionic abilities have been added to the table. Thus, the possibility that a monster might have psionic disciplines (see *The Complete Psionics Handbook*) available to it has now been taken into account. Dungeon Masters who are not using psionic powers in their campaigns can simply ignore these additions.

Both the **magic resistance** and **breath weapon** entries have been split into two categories, reflecting the great range of possibilities within these classifications.

The bonus normally awarded for flight has been expanded to include other special forms of movement. Thus, a monster like a bullette or xorn, which can travel through the earth at great speed, would receive the same adjustment to its experience point value as a flying creature.

Of course, exceptions and unusual cases will still crop up. When this happens, Dungeon Masters will simply have to use a little common sense in the awarding of experience points.

Table 31: Creature Experience Point Values

HD or Level	XP Value
Less than 1-1	7
1-1 to 1	15
1+1 to 2	35
2+1 to 3	65
3+1 to 4	120
4+1 to 5	175
5+1 to 6	270
6+1 to 7	420
7+1 to 8	650
8+1 to 9	975
9+1 to 10+	1,400
11 to 12+	2,000
13 or higher	2,000 + 1,000 per additional Hit Die

Table 32: Hit Dice Value Modifiers

Armor Class 0 or lower	+1
Attacks, multiple (four or more per round)	+1
Blood drain	+1
Breath weapon, under 20 hp maximum damage	+1
Disease	+1
Flies or has other special movement power	+1
Hit points greater than normal (over 6 hp/HD)	+1
Immune to a spell or spells	+1
Immunity to or half-damage from any weapon type	+1
Intelligence High (13-14) or better	+1
Invisible at will	+1
Magic resistance (less than 50%)	+1
Magical item or weapon use	+1
Magical or silver weapons to hit	+1
Missile weapons or ranged attack ability	+1
Psionic devotions	+1
Regeneration	+1
Spellcasting (level 2 or less)	+1
Unlisted special defense mode	+1
Unlisted nonmagical special attack mode	+1
Attack, single, inflicts 20+ points of damage	+2
Attacks, multiple, inflicting 30+ points of damage	+2
Breath weapon, over 20 hp maximum damage	+2
Fear or weakness caused	+2
Magic resistance (50% or better)	+2
Paralysis	+2
Poison	+2
Psionic sciences	+2
Spellcasting (level 3 or greater)	+2
Swallows whole	+2
Unlisted special magical attack mode	+2
Energy drain (level or ability draining)	+3
Petrification	+3

Comments and constructive criticism of this book are appreciated and will be considered in the preparation of future volumes. E-mail messages can be left at the following address:
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Alaghi

CLIMATE/TERRAIN:	Temperate mountain forest
FREQUENCY:	Very rare
ORGANIZATION:	Family group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	I (no coins), Q
ALIGNMENT:	Neutral

NO. APPEARING:	2-5
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/2d6 or by weapon type +5 (Strength bonus)
SPECIAL ATTACKS:	Missile weapons
SPECIAL DEFENSES:	Stealth
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall with large girth)
MORALE:	Steady (11-12)
XP VALUE:	Adult: 2,000 Young: 120 Elder: 5,000 Hermit: 6,000

Alaghi are intelligent forest-dwelling humanoids distantly related to yeti. They are barrel-chested, with short, almost invisible necks, and wide, flat heads with sloping brows. Their shoulders are broad, and their arms are long and powerful. Their legs are short but thick, and their hands and feet are very large. An alaghi's entire body is covered with thick hair, usually blond, reddish brown, or charcoal gray. Most blond individuals have green eyes and fur tinged with green highlights. An adult alaghi stands about six feet tall, weighs about 330 pounds. Alaghi usually live for 75-85 years.

Nomadic Alaghi speak their own language of hisses, hoots, and grunts. *Sedentary* (settled) alaghi also speak common, and usually the language of any neutral or evil creatures living nearby. *Hermitic* (solitary) alaghi are loquacious if befriended. These can speak with any woodland creature or animal and will know 2d4 other languages as well.

Combat: Alaghi tend to be shy and peaceful and kill only for food. They can move silently 80% of the time and can hide in natural surroundings 75% of the time. They are capable warriors, however, and fight with great cunning if attacked or panicked. An alaghi's huge, muscular fists can inflict 2d6 points of damage in combat. A typical alaghi hunter or warrior carries a stone knife or hand axe, and three or four wooden javelins that the creature can hurl with great force. An alaghi can attack with a weapon in one hand and make a second attack with its empty fist. If forced into combat, a group of alaghi scatters and hides. Thereafter, the individuals come out of hiding one at a time to hurl missiles or melee while their fellows circle to the rear, moving silently.

Habitat/Society: Most alaghi are semi-nomadic hunter-gatherers who travel as small families. They are usually encountered on the move (80%), but when encountered in an encampment (19%), a group of alaghi has 0-3 youngsters (1d4-1) with 3 Hit Dice and the same chance to hide and move silently as the adults. Their combat ability, however, is limited to normal pummeling or wrestling attacks (1d6/1d6 points of damage).



Ecology: Nomadic alaghi travel throughout most of the year, going wherever the game and wild plants provide the best living. In places where the winters are cold, these alaghi winter in natural caves or protected valleys. The nomadic alaghi do not necessarily live in harmony with nature, but they respect it and know how to use it without destroying it.

Sedentary Alaghi

Rarely (15% of encamped groups), 15-20 alaghi lay permanent claim to a particularly bountiful area and settle down to live in crude huts or large cave complex. Such *sedentary* alaghi communities are led by an elder more than 100 years old who has 10 Hit Dice, high Intelligence; and the ability to cast priest spells (five 1st-level, five 2nd-level, and two 3rd-level spells each day from the following spheres: all, plant, animal, healing, charm, divination, and combat).

Such communities are generally feared and mistrusted, for the individuals in them begin to show traits common to their relatives, the yeti. Although willing to trade pelts, game, and ores for manufactured goods, sedentary alaghi do not hesitate to slay and eat unwary traders or travelers in their midst. Sedentary alaghi live much like primitive humans, but they tend to be greedy and are quite capable of depleting the resources around them to the point which their communities must resort to raiding to survive.

Hermitic Alaghi

Even more rare are the *hermitic* alaghi (1%). These solitary adults are at least 50 years old, with exceptional Intelligence and neutral good alignment. They are vegetarian-philosophers with 11 Hit Dice and the powers of 11th-level druids. Though shy, they are curious and helpful—they love riddles and games of strategy, such as chess, which they play mentally. A human or demihuman who can beat an alaghi hermit at chess is rare indeed. Hermitic alaghi live in complete harmony with nature and are always on good terms with their woodland neighbors.

Alhoon (Illithilich)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Community or solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	S, T, Vx6 (x6 in lair), X
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8 + 4
THACO:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4 + special
SPECIAL ATTACKS:	Mind blast, spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	90%
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	9,000
PSIONICS SUMMARY:	Dis 4/Sci 5/Dev 14; PS =Int; PSPs 250 + d100 Att: EW, II, MT; Def: All

PLAYER'S OPTION™: #AT 1; MTHAC0 18; MAC 5

Psychokinesis: *Devotions*—body control, levitation.
Psychometabolism: *Sciences*—body equilibrium (their only psychometabolic power).
Psychoporation: *Sciences*—probability travel, teleport; *Devotions*: astral projection.
Telepathy: *Sciences*—domination, mindlink; *Devotions*—awe, contact, ESP, ego whip, id insinuation, post-hypnotic suggestion.
Other Powers: Various; two sciences, five devotions.

Alhoon look like living mind flayers (mauve-skinned, octopus-headed beings with four mouth-tentacles, and three-fingered hands). The only visible difference between illithids and illithiliches is that an alhoon's skin is dry and often wrinkled, never glistening with slime.

Combat: Alhoon attack with four tentacles, as living mind flayers do. Once a tentacle hits, it inflicts 1d4 points of damage per round as it bores into the victim's body. Attacks on a tentacle (AC 7) inflicting 5 points or more points of damage in a single round cause it to recoil. It draws out of the victim's body, later striking at a new spot; an attack roll is required. If the victim's head is hit, boring time to the brain is 1-4 rounds, at which point the victim dies. Tentacles striking elsewhere than the victim's head inflict damage for 4 rounds, then withdraw; they are not long enough to reach the brain.

Illithiliches have the *mind blast* it had in life (cone 60 feet long, opening from 5 to 20 feet; save vs. wands or stunned 3d4 rounds) and psionic abilities common to all true mind flayers (the equivalent of a 7th-level psionist—4 disciplines, 5 sciences, and 14 devotions). Alhoon additionally attack with *mind thrust*, and individual abilities are possessed as well (consult PHBR5 *The Complete Psionics Handbook*).

In addition to their tentacles and psionic abilities, illithiliches can cast spells as 9th-level wizards (spells: 4, 3, 3, 2, 1). Typically, they use a wide variety of spells seized from human wizards, spellbooks found in tombs, and the like—and always avidly seek more, driven by their hunger for power. An alhoon cannot use other attack forms in the same round as psionics.

Alhoon gain no special undead attacks (such as a human



lich's touch), but do have standard undead immunities to *sleep*, *hold*, and *charm*-related magics. They cannot be turned by priests, and are not harmed or impeded by holy water, *protection from evil*, sunlight, or cold-wrought iron or silver weapons—but are subject to spells specifically affecting undead.

Habitat/Society: Alhoon spurn illithid societies ruled by elder-brains, and do not hesitate to take living mind flayers as thought-controlled slaves (just as they took all other creatures as slaves when alive—a process continued in lich state). They usually live alone in the surface world, often slaying a human wizard and taking over his remote tower. In the Underdark, they cooperate for mutual survival, sharing spells and aid freely to overcome drow, duergar, cloaklers, aboleths, and living mind flayers alike. Alhoon regard true liches and beholders as their greatest rivals, and accordingly destroy them whenever prudently possible.

Ecology: Alhoon have no need for sustenance, but their bodies adapt only imperfectly to lich state; many steps of most lich-creation processes used by others fail on a strongly magic resistant mind flayer body. Alhoon are plagued by ongoing skin wrinkling and tissue desiccation, which they counteract by bathing or by drinking water, soup, alcohol, and other liquids. Nutrients need not be ingested; poisons absorbed in this way will harm an alhoon (lowering its hit points no further than a minimum of 6 hit points and not killing it). The illithilich state neutralizes most poisons (restoring all damage done by them) in 2d4 turns.

Illithiliches enjoy devouring brains just as they did in life, but do not need to do so. Sometimes (3 in 12 chance), devouring a brain gives an alhoon mental glimpses of 1d12 thoughts that the brain held, either a random or (if the alhoon concentrates on a topic such as magical items, written spells, or treasure locations), thoughts most closely related to a chosen topic.

Essence of alhoon brain is an exotic ingredient in spell-writing inks, and can be employed to great advantage in the crafting of magical items that affect the minds of creatures.

Aranea

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	M, O (U)
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	18, Wb 12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Poison, spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	M (6' diameter)
MORALE:	Steady (11-12)
XP VALUE:	650

Aranea are intelligent, forest-dwelling arachnoids that are skilled in magic use. They have two true forms—that of a humanoid and that of a large, intelligent spider—and can shapeshift into a hybrid form that combines the two.

In *humanoid form*, an aranea resembles one other creature, from as small as a goblin to as large as a gnoll. Human, elf, dwarf, and half-elf forms are common. In *spider form*, an aranea resembles a large spider, but has an oddly-shaped lump on its back that houses its brain. Beneath its impressive mandibles, sprouting from the front of its body, are two small limbs, each about two feet long. Each of the small limbs has four fingers plus a single thumb (the fingers are many-jointed and the thumb has an extra joint). The *hybrid form* is humanoid with arachnid elements: fangs, two spinnerets (in the palm of each hand), and four eyes (the second pair often in the temples). Each finger and thumb typically has an extra joint as well. No two aranea have exactly the same hybrid form.

Most aranea are neutral, though most others think them to be evil. Aranea have infravision with a range of 60 feet. Aranea have their own language and each knows the native language of the race they emulate.

Combat: Aranea prefer to avoid physical combat. In humanoid form, they fight as the race emulated, though they can cast spells in any form. As spellcasters, aranea prefer illusions and charms, and avoid fire-based spells. Their shapechanging does not affect their wounds, and when killed, an aranea stays in the current form. The rest of this section deals with special abilities limited to the spider and hybrid forms.

Aranea often wait in trees for prey to pass beneath, lower themselves silently on web strands, and attack with spells. Creatures attacked in this manner suffers a penalty of -1 to their surprise rolls. The hybrid form can use weapons.

A aranea bite (1d6 damage) is poisonous, and usable three times per day. The bitten victim must make a successful saving throw vs. poison or take 1d4 points of damage per round for the next 1d4 rounds. Aranea venom quickly becomes inert and cannot be used on weapons.

An aranea can spin webbing, up to 30 feet of web per day (a strand is a quarter-inch in diameter and can suspend about 500 pounds). An aranea climb webs at a movement rate of 12, has no special abilities against a *web* spell cast by another. An aranea can throw its own web strands as if using a lasso, to immobilize



or entangle opponents. A strand can be severed easily (a blow inflicting 2 points of slashing damage suffices) or broken by a successful "open doors" roll. Man-sized creatures can be immobilized with 20 feet of webbing, small-sized creatures require 10 feet. Larger creatures can be hindered only.

Habitat/Society: Many aranea prefer to live in forests, the natural homes of their ancestors, where they can hunt and hide, though some have secretly joined urban populations as well. Aranea young are born live, and parents take good care of them. Aranea believe the humanoid form is chosen by fate, and aranea of the same family usually have similar forms (if not, an infant might be sent away to be raised by relatives).

An aranea changes shape with ease, but never assumes spider form among non-aranea. Each aranea has one specific humanoid form that it can shift into; this develops very soon after birth, and cannot be changed later. The humanoid form is the same gender as the aranea, with height, weight, eye and hair color all typical of the humanoid type emulated. It takes one round to change from humanoid to hybrid, and another to change from hybrid to spider form. An aranea in humanoid form is effectively a member of the race emulated, and has any special abilities of that race. For instance, an aranea in dwarf form has excellent underground skills and the normal chance of magical item malfunction.

Ecology: Most aranea feel they are superior to other races. Often cold, calculating, and secretive, they tend to be suspicious of others, expecting them to have secrets as well. Aranea are predators, and many enjoy the taste of flesh. They are generally good with cloth, and naturally dominate the silk market with the silk they produce. Those aranea that produce art create works that most other creatures find disturbing. Aranea covet and actively work to acquire magical items. Due to their reputation as "bogeymen," a revealed aranea will often be hunted by everyone in the region (especially by other aranea).

Banedeade

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-12
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/1d6
SPECIAL ATTACKS:	Dexterity drain
SPECIAL DEFENSES:	+1 or better weapon to hit, spell immunities, immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	M (5' +)
MORALE:	Fanatic (17-18)
XP VALUE:	2,000

Created from fanatical human worshipers of a vanished god named Bane, these withered humans have been sucked dry of life. The malevolent force that now animates them manifests in their glowing red eyes. One of a Banedeade's hands is always twisted into a hideous claw.

Combat: From their origin as fanatics, Banedeade go out of their way to attack priests and paladins before all others. Any attempt by priests or paladins to turn Banedeade makes them the target of choice. Banedeade also seem to have a remnant memory or unearthly knowledge of religious symbols, and they concentrate upon priests or paladins displaying such symbols. If there is more than one priest among available targets, a priest of a good-aligned deity takes precedence. However, Banedeade attack priests displaying the symbol of the rogue god Cyric to the exclusion of anyone else in a group.

Banedeade attack with sharp fangs that cause 1d6 points of damage, and one clawed hand that causes 2d6 points of damage. Despite the fact that Banedeade have two hands, only the twisted one is used for attack, symbolizing the black hand of Bane.

The touch of a Banedeade (bite or claw) drains 2 points of Dexterity from the victim. Anyone whose Dexterity reaches 0 in this way is paralyzed for one turn. Lost Dexterity is regained at the rate of 1 point per turn.

Banedeade are immune to *sleep*, *charm*, and *hold* spells, as well as all illusions and poisons. They can be hit only by magical weapons of +1 or greater enchantment.

Banedeade retain much of their mortal cunning. They use tactics and teamwork, much more so than most undead.

Banedeade are turned as wraiths. Evil or neutral priests cannot attempt to control them, rather than turn them (except in the circumstances detailed below).

Habitat/Society: Banedeade derive their power from the Negative Energy Plane and from the clerical power of the ritual that created them. Banedeade are usually found in the service of a specialty priest of either Bane or Xvim (the alleged Godson of Bane), or a



wizard who worships one of the above two beings. In either case, the master must be of at least 11th level.

When Banedeade have been found without a living master, they were roaming around ruins and sites consecrated to Bane or Xvim. Unverified reports claim that Banedeade wander the ruined streets of Zhentil Keep, hunting down those who lost their faith in Bane during the Time of Troubles.

Ecology:

Banedeade are created by a special ritual that requires at least 12 worshipers (to be turned into Banedeade), at least 24 more living worshipers (to offer prayers), and a priest of Bane or Xvim of at least 12th level (to preside over

the ritual). The ritual must be held in a place that is consecrated to either Bane or Xvim. People who are to become Banedeade (called the Promised Ones) must come forward voluntarily. Rumors of innocent folks captured by cultists and forcibly transformed into Banedeade are patently false. At the end of the ritual, the new Banedeade are placed under the control of their new master, the presiding priest.

The control that the master has over the Banedeade can be broken only by another priest successfully turning them. Once this is done, the priest who originally controlled the them must try to regain control by making a turning attempt. A priest who fails this roll can keep trying, once per round. A priest who controls Banedeade can maintain control over the undead or bestow the control of that particular group of undead to a wizard who worships Bane or Xvim.

A wizard who loses control of Banedeade would do well to flee. Banedeade hate being subordinate to wizards, as the secular nature of wizardly magical power offends their fanatical leanings.

Banedeade (also called the *shriveled dead of Bane*) are a form of undead that surfaced after the Time of Troubles in the Moonsea region, especially in and around Zhentil Keep. Some scholars are still trying to discern how a new breed of undead could be formed by a deity who is supposed to have been destroyed. A few sages believe that it is not Bane at all, but rather Xvim, who has introduced this new horror. These sages speculate that the spirits of the Promised Ones are in fact shunted into Xvim somehow to nourish him, building his power so that he can eventually fill the void left by his father's death.

Banelich

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	R (A, S, Z)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	17+
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Priest spells, <i>hopelessness</i> touch, <i>coldfire</i> missiles, see below
SPECIAL DEFENSES:	+2 or better magical weapon to hit, <i>fear</i> aura, spell immunities, immune to poison, see below
MAGIC RESISTANCE:	25%
SIZE:	M (5'–6' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	22,000 + 1,000 per HD over 17

Baneliches are gaunt, skeletal, rotting humanoid forms with black eye sockets in which burn red pin points of light. They dress in elegant but decaying clerical ceremonial robes and wear Bane's holy symbol (the black hand of Bane) prominently.

Combat: Baneliches were clerics of at least 17th-level before they were transformed, and several were 20th level or higher. Bane grants a Banelich's spells each day. The spells still require verbal and somatic components, but material components are no longer needed. Spells cast by a Banelich take the normal amount of time to cast. Baneliches may use any magical items normally usable by clerics of their alignment.

A Banelich radiates an aura of *fear*. Creatures with fewer than 5 Hit Dice or levels that see one will flee in terror for 5d4 rounds. Creatures with 5 or more Hit Dice or levels that make a successful saving throw vs. spell are unaffected.

Baneliches are also able to produce blue-green negative energy *coldfire* missiles that inflict 3d10 points of freezing damage each. Even beings normally immune to cold damage (due to their nature or a magical item or effect) suffer half damage. Baneliches can throw up to two balls of this *coldfire* per round, to a range of 60 yards.

The touch of a Banelich causes 1d10 points of unearthly cold damage and forces the victim to make a successful saving throw vs. spell, or suffer from complete *hopelessness* as described in the 4th-level wizard spell *emotion*.

Baneliches can be hit only by magical weapons of +2 or greater enchantment. These ancient creatures are also immune to the following spells and spell types: *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and *death*. Baneliches are immune to all types of poisons and are not affected in any way by sunlight. Holy water from a lawful good temple of Lathander inflicts 1d10 points of damage per vial to them; any other holy water causes only 1d6 points of damage. They cannot be turned while in their lairs or in areas dedicated to the worship of Bane. When outside their lairs, they are turned as special undead.

The destruction of a Banelich centers on the eradication of the lich's phylactery. Destroying a Banelich's phylactery kills it immediately. If the phylactery is not found, a destroyed Banelich will reform in 2d10 days at the site of the phylactery. The one who destroys a Banelich's phylactery and anyone else within 10 feet must make a successful saving throw vs. death magic at –1 or be struck dead by an incredible negative energy explosion generated by its destruction.

Habitat/Society:

In ancient times, Baneliches used their remarkable powers to spread the word of Bane across Faerûn and defend the god's faithful. They were supposed to serve as ultimate guardians of the faith. When Bane, the God of Strife, first established his church long ago, those who worshiped him were hounded to their deaths by the forces of good unless they gathered in significant numbers. Tired of his faithful becoming victims,

every 50–60 years Bane chose the most powerful priest within the ranks of his clerics and revealed to him or her a foul rite that would transform the caster, through force of faith, strength of will, and Bane's divine hand, into a powerful, immortal form—a lich of Bane, or Banelich.

As a Banelich grows older, its power increases. For every 100 years of existence, the creature gains one level of clerical experience (in regard to spells), 5% greater magic resistance, and one of the special abilities detailed below. Other abilities may be gained after 400 years, but they have been undocumented by sages.

Painwrack: Any living creature that makes eye contact with the Banelich suffers 2d10 points of damage from severe, muscle-wrenching pain unless a successful saving throw vs. spell is made. The Banelich uses this gaze attack at will, in addition to other attacks.

Voice of Maleficence: Failure of a saving throw vs. spell by a victim to whom the Banelich talks for one turn results in a sleepy *trance* wherein the victim reveals any secrets known to him or her. The saving throw can be rerolled every six turns. Each consecutive hour the Banelich talks to the victim, a –1 penalty is applied to subsequent saving rolls.

Grasp of Death: The touch of the Banelich kills instantly unless the target successfully saves vs. death magic. A person so killed can be resurrected only by a priest of good alignment and not by magical items. The Banelich can use this power once a day. When it is active, a nimbus of coruscating black flame surrounds the lich's hands.

Ecology: Many Baneliches were worshiped as demipowers and were referred to as the "Mouths of Bane" by any who came into contact with them. However, once the followers of the good Faerûnian deities, especially Lathanderians, learned of the existence of a Banelich, they gathered in force to destroy it before the creature's power became too great. As a further problem, each Banelich considered himself or herself to be the natural leader of the church, and was reluctant to relinquish temporal power to a living High Imperceptor. This caused grave internal problems within the church. Consequently, Bane was not entirely satisfied with his Baneliches and chose not to reveal the dark ritual to any of his priesthood after 1010 DR (Dale Reckoning). Before this date, records have revealed signs of at least 35 baneliches coming into existence, and the destruction of only 10 have been documented.



Bat, Bonebat

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (unless a guardian)
ALIGNMENT:	Neutral evil

NO. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	3, Fl 18 (C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Paralysis (1d6+2 rounds)
SPECIAL DEFENSES:	Never surprised, half damage from edged and piercing weapons, immune to paralysis, <i>charm</i> , <i>sleep</i> and <i>hold</i>
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6')
MORALE:	Special
XP VALUE:	975
Battlebat	1,400

Bonebats are undead bats that serve as messengers, guardians, and battle allies to evil priests and wizards and to powerful undead (such as liches, archliches, and vampires). They appear as skeletal giant bats with dark, empty eye sockets and attack in eerie silence, never emitting cries. Some (known as *battlebats*) possess strange skeletal appendages.

Combat: Bonebats have 120-foot infravision, and can see invisible creatures and objects within 60 feet. They never sleep and are never surprised.

Bonebats have a chilling bite that inflicts 2d4 hit points of damage upon all creatures except other undead, who suffer only its 1d3 points of physical damage. A bonebat's bite also paralyzes all living creatures except elves for 1d6+2 rounds, unless a successful saving throw vs. paralyzation is made. Bonebats themselves are immune to all forms of paralysis.

Bonebats always attack fearlessly, only withdrawing when brought to 3 hit points or less. They will fight to their destruction if ordered to do so by their creator or undead master.

Bonebats are immune to *sleep*, *charm*, and *hold* spells. They can be mentally controlled only by their creator or a powerful undead creature. Once one being controls a bonebat, no other being can ever control it—even if the controlling being is slain or absent. Typical commands are simple—attack (specified target), cease, come, stay, wait (place), and fetch (specified object)—but obedience is absolute.

Like skeletons, bonebats suffer normal damage from fire and blunt weapons, but only half damage from piercing or edged weapons. Holy water has no effect on bonebats. They are turned as ghouls.

Habitat/Society: Bonebats are most frequently encountered in the lairs of their masters—ruins, caverns, tombs, or evil temples. They prefer darkness, but light does not harm them. Bonebats may be encountered anywhere if their creator sends them forth or is slain.

Requiring no food or water, bonebats are often shut into closets, coffins, or chests to serve as guardians, attacking thieves and other beings who open or enter their hiding place.



Bonebats can carry single objects weighing up to three pounds, on which they can get a good grip. They often fetch keys, wands, and the like for their masters. Bonebats cannot trigger magical items, but are sometimes fitted with wired-on protective devices to strengthen them as guardians.

Ecology: Bonebats are not thought to occur naturally, but the secrets of their making have been known in the Realms for a very long time, and many have gone feral. Bonebats slay living bats whenever they encounter them.

Bonebats seem to enjoy killing. Indeed, if uncontrolled, they will from time to time go on killing flights. During such flights, they will fight all creatures of their own size or smaller that they encounter until they have killed at least twice. Bonebats never fight other bonebats.

Bonebats are usually constructed by evil priests and wizards working together. An intact giant bat skeleton, or a skeleton assembled from the bones of several bats, is required. A spell known as *Nulathoe's ninemen* is cast on the skeleton. In the case of a bonebat, this spell links the skeletal wing bones with an invisible membrane of force to allow flight. *Fly*, *detect invisibility*, *infravision*, and *animate dead* spells complete the process. Further spells may be necessary to train the bonebat to serve as an obedient aide, but the spells listed here must be cast within two rounds of each other, and in the order given, or the process will fail.

Battlebat

Battlebats are bonebats onto which other bones—usually claws, talons, stings, or spurs—have been grafted.

Battlebats are in all regards identical to bonebats except that they have one additional Hit Die, are Armor Class 8, have two or three additional attacks (typically 1d2 points of damage from claw rakes or 1d4+1 points of damage from sting jabs—either of these might be temporarily tipped with poison by the battlebat's controller). They fly at rate of 15 (Class D) and are turned as wights.

Beetle

CLIMATE/TERRAIN:	Deathwatch Temperate forest	Slicer Temperate forest	Stink Temperate forest
FREQUENCY:	Very rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)	Non- (0)
TREASURE:	Nil	See below	Nil
ALIGNMENT:	Neutral	Neutral	Neutral

NO. APPEARING:	1	1-3	1-3
ARMOR CLASS:	3	3	5
MOVEMENT:	12	6	3
HIT DICE:	9	6	3+1
THACO:	11	15	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d4	2d8	1d6
SPECIAL ATTACKS:	Death rattle	Dismemberment	Stink
SPECIAL DEFENSES:	Camouflage	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5' long)	S (3' long)	S (3' long)
MORALE:	Elite (13-14)	Elite (13-14)	Steady (11-12)
XP VALUE:	2,000	420	120

Death Watch Beetle

Death watch beetles are jet black in color, except for a single patch of white (on the back of their carapaces) that resembles a human skull.

Combat: The death watch beetle is feared more than any other giant beetle for two reasons. The first is its cunning ability to disguise itself. When a death watch beetle finds a place to hunt, it gathers items from the area (mainly earth, fallen branches, and the like). As it acquires these things, it uses a natural form of cement created with its saliva and soil to affix them to its back. When it finishes this process, it is well camouflaged and can lie in wait for hours until prey passes near. When the death watch beetle makes its attack, its opponents suffer a -2 penalty to their surprise rolls.

Far more deadly than the death watch beetle's ability to surprise its foes, however, is its *death rattle* (a deadly sonic vibration). When the creature is in combat, it vibrates its carapace very rapidly, setting up an unusual clicking sound that resembles a gong. Victims are unlikely (only a 10% chance) to locate the beetle by this sound alone. This noise is very destructive at close range. One round after the beetle begins to make its rattle, anyone within 30 feet must roll a successful saving throw vs. death magic or be instantly slain. Those who succeed suffer 5d4 points of damage, as well as muscle pains and tingling sensations in their limbs for several hours after the battle. The creation of the death rattle is very tiring to the creature, requiring it to rest for 1d4+1 hours before it can produce the horrible noise again.

Habitat/Society: The death watch beetle is a solitary creature that lives in the temperate woodlands of the world. It does not particularly enjoy wetlands, but can be found there on occasion. Overall, the death watch beetle lives a nomadic life. It stops in one location only long enough to hunt and then moves on. In fact, the beetle will abandon a selected hunting location after 4d4 hours if there is no sign of prey in the area.

Ecology: While other beetles fulfill many roles in the natural system, the death watch beetle is first and foremost a powerful hunter. It is high on the food chain, as few animals or monsters are capable of engaging it in combat with any hope of victory.

The wings of the death watch beetle are highly valued by skilled armorers, who can fashion them into very effective shields. If an expert armorer is provided with both of a death watch beetle's wings, he can manufacture the equivalent of a *body shield* +1 (although it is not actually enchanted).

Slicer Beetle

Slicer beetles are distant relatives of death watch beetles. Over the course of time, they have lost all traces of their wings and now look much like six-legged centipedes. Their bodies have developed a hardened exoskeleton that is more than adequate protection in combat. Otherwise, the slicer beetle is quite similar in many respects to the stag beetle (see the *MONSTROUS MANUAL*). It is generally black or

very dark gray in color. The slicer beetle's hearing and eyesight are poor, but it will attack anything it identifies as prey, or anything that attacks it.

Combat: The mandibles of the slicer beetle are highly dangerous because of their powerful muscles and keen edges. When in combat, any natural attack roll of 19 or 20 indicates that the slicer beetle has nipped off an adversary's limb.

If the slicer beetle is engaged in any combat that seems to be going against it, the creature will grab up any limbs it has managed to sever and hurry away, hoping to evade its attackers.

Habitat/Society: The slicer beetle's lair contains many bones and 1-6 types of normal weaponry. The lair is 25% likely to have one or more magical weapons and 10% likely to have magical boots. It may also have such sliceable items as gauntlets and rings. Items normally found in pairs, such as gauntlets and boots, are only 5% likely to be an intact set; other apparently matched pairs will test normally but have unpredictable results at awkward times: a *gauntlet of dexterity* may attempt picking pockets with a 50% success chance, a *boot of elvenkind* might go up on tip-toe, and so on.

Ecology: Like the stag beetle, the slicer beetle will often raid cultivated lands. However, instead of stripping wood and grain, the slicer beetle seeks the flesh of livestock, peasants, and any other creature unfortunate enough to get in its way.

Stink Beetle

The stink beetle is a dead ringer for the slicer beetle in appearance and behavior. However, its exoskeleton is not as hard, and it has no deadly special attack. When slain, the stink beetle discharges a noxious fluid from between its mandibles, soaking anything in front of it within 10 feet. The stench is awful, but harmless, though it doubles the chance of attracting other predators until it wears off—about 8 hours. This time can be reduced to as little as 1 hour if vigorous cleansing activity or cleansing magic of up to 3rd level is employed. For example, a wizard using *cantrip* for a full hour could completely scrub the stench from an affected comrade.

Belgoi

CLIMATE/TERRAIN:	Desert (Athas: Tablelands)
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	M (I)
ALIGNMENT:	Lawful evil
NO. APPEARING:	4-10 (2d4+2)
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d4+2/1d4+2 or by weapon
SPECIAL ATTACKS:	Psionics, Constitution drain
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8-10)
XP VALUE:	1,400
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 12; PSPs 35 Att: EW, PB; Def: MBk, TS

PLAYER'S OPTION: #AT 1; MTHAC0 18; MAC 7

Psychometabolism: Devotions—catfall, cause decay, flesh armor.

Telepathy: Sciences—domination, psionic blast (*mindlink*); Devotions—attraction, ego whip (*inflict pain*), mind blank (*invisibility*), thought shield (*psychic drain*).

Note: In DARK SUN campaigns, the **PLAYER'S OPTION** material (printed in the second color) is used. The parenthetical powers replace the psionic attacks and defenses to which the monster has free access.

At first sight, a belgoi of Athas appears to be human. An observant traveler then notices the long claws that extend from its fingers, its puckered, toothless mouth, and its webbed, three-toed feet. A belgoi is a member of a race of ignorant demihumans who dwell in the most forlorn wastes. With its taste for the flesh of intelligent races and a gleeful exuberance to inflict pain, no wonder that the sorcerer-kings and other rulers of the Tablelands don't tolerate a belgoi tribe's presence within five-day's travel of their domains.

The belgoi speak a crude language that bears only the most rudimentary resemblance to the common language of the Tablelands. Some belgoi leaders have also learned the common tongue, though few civilized people willingly get close enough to engage in conversation.

Combat: Belgoi attack by sneaking up on a caravan camp and selecting a plump, meaty target. The belgoi carry small bells made from the bones of their own dead by the tribe's shaman. These bells have a *psionic enchantment* that the belgoi (and only the belgoi) can employ. The sound of the bell can shatter the target's mental defenses and open his mind to psionic contact. To use the bell, the belgoi must be looking at the intended victim and within 500 feet of him. When the bell rings, the target must make a saving throw vs. death magic with a -2 penalty. If successful, the target ignores the sound of the bell and can't be affected by it for 12 hours. Failure means the target's mental defenses collapse and the belgoi can attempt to use a psionic power. The belgoi's powers of choice are *domination* (which it uses to take control of the target to force him to leave the camp) and *attraction* (which it uses to lure the target into the darkness beyond the camp). If the target fails the saving throw, only he can hear the bell. If he succeeds, the bell's ringing can be heard by everyone in the camp (but it has no magical effect in this case).



Once the target is lured from camp, the belgoi caresses him. For every round that the belgoi touches the target, the target loses 1d6 points of Constitution. The loss is temporary; lost Constitution points return after 1d4 turns. While reduced, though, the target loses all Constitution bonuses. When the target's Constitution drops to 0, he falls unconscious. That's when the belgoi starts to feed.

If forced to fight, a belgoi can strike twice in a round with its wicked claws, inflicting 1d4+2 points of damage with each hit. When hit, a victim must make a saving throw vs. poison or lose 1d6 points of Constitution as described above. Some belgoi also employ weapons they have taken from victims.

If a battle goes against the belgoi, they withdraw to gather reinforcements from their own tribe or other belgoi tribes in the vicinity. They return with these reinforcements within 1d6+2 hours to resume the battle. Such battles can go on for days on end. The only way to prevent this is to kill every belgoi before they can escape.

Habitat/Society: Belgoi live in huge tribes and operate as raiders. These tribes make their homes in the most forlorn parts of the desert, but they travel across the Tablelands in their unending search for food. Belgoi tribes harass trade routes, villages, and any groups of poorly defended people they can find.

Small scouting parties of four to ten individuals hunt for prey. When they encounter travelers or a small camp, they attack to secure their own meals. Then they call the rest of the tribe to share the leftovers. Though they prefer the flesh of the intelligent races, belgoi will eat animals, plants, and even monsters if they get hungry enough.

Ecology: Belgoi leave the land behind them desolate and barren, stripping it of all animal and vegetable life. They are second only to the foulest defilers in the level of destruction they inflict on the world.

Bladeling

CLIMATE/TERRAIN:	Acheron
FREQUENCY:	Rare
ORGANIZATION:	Theocracy
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	R, M (individual); D (group)
ALIGNMENT:	Lawful evil (neutral)

NO. APPEARING:	2-20
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	2 to 11
THAC0:	19 to 9
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Razor storm
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall)
MORALE:	Elite (13)
XP VALUE:	Varies (120 to 3,000)

Bladelings were once rumored to be tieflings, the spawn of fiends and humanoids. Unlike the other castoffs of the Lower Planes, however, bladelings are a distinct race unto themselves.

Human-shaped, the average bladeling stands about 6 feet tall. The resemblance to humankind ends there. Bladeling eyes glow like translucent chips of glacial ice tinged with purple. Skin and bones protrude in the form of sharp blades of wood and ice and steel, jutting out at all angles; bladelings have no soft flesh. They have blood the color and consistency of oil.

Combat: Bladelings are quick to leap into a fray. When entering combat, a bladeling wades in hands first. Striking twice with its metal-encrusted fists, the creature inflicts 1d6 points of damage with each successful attack. Then again, a bladeling might instead wield a weapon of nearly any type. Some bladelings are truly brave. These attack the wielders of the weapons most dangerous to other bladelings first, trying to get a measure of their enemy.

Bladelings are entirely immune to rusting, acid, corrosive attacks of all types, and normal piercing missiles or bladed weapons. Bladelings are magical beings; their bodies—composed of elements stronger than mere flesh—are resistant to some types of magic. They take only half damage from cold- and fire-based spells. There's not a whole lot that can hurt them—and they press that advantage. Magical or bludgeoning weapons inflict full damage against them. Other spells affecting metal will work normally on a bladeling; the *heat metal* spell, however, causes double damage. Other heat-based spells, unless specifically designed to work on metal, do nothing.

Once per week, a bladeling can create a *razor storm*. The creature explodes a piece of its outer skin, sending a 5-foot wide hail of blades up to 15 feet forward. The shrapnel attack causes 3d12 points of damage to any within the blast area, though the victims can save vs. breath weapon for half damage. The drawback to this attack is that it weakens the bladeling's natural armor, reducing it from 2 to 6 in the frontal torso. Any attacks striking this area inflict double damage upon the bladeling; fire- and cold-based spells inflict normal damage if directed at this weak spot. In addition, the bladeling's magic resistance falls to 5% until the bladeling has regenerated the lost blades (typically 1d4 days later).



Habitat/Society: Not much is known about the bladelings, for they discourage any investigation into their lives—harshly. They are highly superstitious, and most are exceedingly xenophobic. Though they are courteous to strangers encountered outside their home, they tend to administer swift death to those who invade their territory. Bladelings can become conjurers, priests, or fighters. Female bladelings may become fighter/priestesses, while males may become fighter/wizard (conjurer) specialists.

Certain bladelings have the ability to call on their unknown gods. These bladelings, usually (but not always) female, can achieve 10th level as priestesses. They are the rulers of bladeling society, guiding it as they see fit.

The bladelings live in Ocanthus, the fourth layer of Acheron, amidst the whirling blades of ice and iron. Their city, Zoronor, lies in the Blood Forest. This pulpy mass of wood (and other less savory, unidentifiable material) protects the residents from the whirling blades that are the main feature of this layer.

Zoronor is the only known bladeling city. Here, bladelings obey their priest-king fanatically, having followed his tenets and gained some measure of security, which they will defend with their lives. The city itself yields little except assassins and travelers.

Ecology: Life in Ocanthus is difficult at best. For this reason, bladelings learn to trust in their neighbors and to protect them as well. Though they are prone to internal strife and their priests and priestesses in particular are prey to politics (sometimes to the extent of embroiling parts of the city in their maneuvers), bladelings pull together quickly when faced with outside threats.

Though not originally from Acheron, bladelings have established themselves on the plane and are now considered native. They were nearly wiped out in the first years after their arrival. Rust dragons inhabiting the plane destroyed large numbers of bladelings with their corrosive breath weapons. Through magical experimentation, however, bladelings finally developed a resistance to rust of any sort.

CLIMATE/TERRAIN:	Mountains (Athas: Tablelands, Hinterlands, mountains)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	R, V
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 or 2
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon +6
SPECIAL ATTACKS:	Psionics, breath weapon
SPECIAL DEFENSES:	Psionics, hit only by magical or metal weapons
MAGIC RESISTANCE:	Nil
SIZE:	H (15' tall)
MORALE:	Fanatic (18)
XP VALUE:	7,000
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 15; PSPs 50 Att: MT, PB, PsC; Def: IF, MBk, TW #AT 1; MTHAC0 16; MAC 5

PLAYER'S OPTION:

Psychoportation: *Sciences*—teleport; *Devotions*—blink, dimensional door, phase, summon object.

Telepathy: *Sciences*—psionic blast (**mindlink**), tower of iron will (**probe**); *Devotions*—awe, contact (**invincible foes**), intellect fortress (**inflict pain**), mind blank (**conceal thoughts**), mind thrust (**ESP**), psychic crush (**phobia amplification**).

Note: In DARK SUN campaigns, the *PLAYER'S OPTION* material (printed in the second color) is used. The parenthetical powers replace the psionic attacks and defenses to which the monster has free access.

A braxat is a huge, imposing creature that appears to be a cross between mammalian and reptilian stock. Thick, articulated shells cover its back and shoulders, providing excellent protection against attack. Its square, lizardlike head is defended by a crown of three to five horny protrusions. A braxat is warm-blooded and walks upright like most humanoids, though its great size allows it to tower over even the tallest half-giant.

Highly intelligent and completely evil, a braxat terrorizes the wilderness it occupies. It speaks a mysterious language known only to other braxats, but can also articulate its thoughts in most human tongues.

Combat: Hunters by nature, a braxat's tactic reflect its cunning, intelligence, and evil tendencies. It enjoys the hunt, stalking its prey and inspiring as much fear as possible before moving in for the kill. The kill isn't accomplished by a quick, merciful stroke. The braxat enjoys inflicting pain—it likes to play with its prey before delivering the killing blow.

The braxat uses its psionic abilities to best advantage, telepathically weakening foes and employing psychoportive powers to avoid injury and confuse its prey. After its psionic attacks, the braxat wades in to engage in physical combat. Its weapon of choice is a massive spiked club that inflicts 2d4 points of damage (plus its Strength bonus of +6).

The braxat's breath weapon is only used as a last resort, for this tends to render the prey unfit for consumption. The breath weapon takes the form of a cone of acid that is one-foot in diameter at its base and extends for 10 feet. At its farthest point, the cone has a five-foot diameter. Anything touched by the acid suffers 2d10 points of damage. Those who make a successful saving throw vs. breath weapon take half damage.

The heavy shells and thick hide of a braxat make it immune to damage from weapons that aren't enchanted or made of steel. All other weapons bounce harmlessly off its hide, though a strong attack from such a weapon might still knock a braxat off its feet.

Habitat/Society: Braxats are found all across Athas, though not in great numbers. They wander the wastes in search of prey and to find new ways to indulge their evil tendencies. Though solitary in nature (it's said that not even another braxat is safe from their evil ways), braxats can rarely be found in mated pairs. When a mated pair of braxat is encountered, the evil they can accomplish is similarly doubled. If the pair has produced young, the young are hidden in a remote cavern somewhere within the pair's hunting territory.

Ecology: Terrible and greatly feared, braxats usually hunt and attack by night. They use the pale light of Athas's twin moons to search for prey. Braxats will eat anything if they're hungry enough, including caravan mounts (although not even a starving braxat will eat a kank), they prefer to stalk intelligent beings. This has more to do with the thrill and enjoyment they receive than with the taste of human, dwarf, or elf.

Braxat shells make excellent shields (improving AC by 2) and armor plates (AC 2) if properly worked. Sometimes these great hunters become the hunted when an elf tribe or a band of raiders decide to harvest braxat shells. This dangerous course often turns deadly, as braxats are smart enough and vicious enough to set traps and ambushes for even the strongest hunters.



Bunyip

CLIMATE/TERRAIN:	Temperate fresh water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Roar, sever limb
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (10)
XP VALUE:	175

The bunyip is an aquatic animal about six feet long combines the physical characteristics of a seal and a shark. Unlike the former, however, the bunyip is utterly unable to venture onto land. Like a shark, the bunyip breathes by means of gills. Its body is covered with shaggy black hair and a long mane, which is almost always a dark gray or black in color.

Although the bunyip is not an inherently evil creature, it is very mischievous. Because of its great bulk and powerful jaws, a playful bunyip is quite likely to inflict serious injury on swimmers and can overturn small boats.

Combat: The bunyip is able to sense the approach of human beings or similar creatures through a latent sense of telepathy. When the bunyip notes the presence of such creatures, it may (50% chance) decide to confront them. To do so, it lifts its head from the water and unleashes a mighty roar which forces all characters who are below 4th level to roll successful saving throws vs. wand with a -2 penalty or flee from the bunyip in panic for 2d4 rounds.

When the bunyip elects to engage in combat, it bites with its powerful jaws. Its sharp, shearing teeth inflict 1d6 points of damage, and may do more serious damage to a small creature.

A bunyip coming upon a small creature that is swimming or struggling in the water (a dwarf, gnome, or halfling, for example) is 80% likely to attack the creature. The attack takes the form of a bite that may sever a limb from the victim. If the bunyip's attack roll is a natural 20, a limb has been removed and swallowed by the bunyip. The DM should determine which limb is lost according to the exact situation or in a random manner.

Although the bunyip does not normally attack creatures larger than a dwarf or halfling, there are exceptions. If the bunyip were attacked, for example, it would certainly defend itself if unable to flee, no matter how large the attacker.

Like a shark, a bunyip is excited by the smell and taste of blood. When a bunyip detects traces of blood in the water it may (50% chance) enter a feeding frenzy and begin attacking anything it comes across. In such cases, the bunyip receives a bonus of +2 to its attack rolls. However, because the bunyip is unable to properly defend itself while in a feeding frenzy, its enemies also receive a bonus of +2 on their attack rolls.



Habitat/Society:

The bunyip is a solitary creature that spends much of its time swimming about, leisurely feeding, and occasionally harassing other creatures. Bunyips prefer to dwell in open water, such as lakes or rivers, but can sometimes be found in swamps and marshes.

Once each year, a bunyip seeks out a mate and the two travel to the sea. Once they reach salt water, the female undergoes slight physiological changes and the actual mating occurs. Three months later, she gives birth to a single pup that remains with her for the first two years of its life. Shortly after the pup is born, the father leaves, returning to his former home to await the next mating season.

When the pup is old enough, the mother turns it out and, like the father, returns to her former home. At this point, the pup has only 3 Hit Dice and its bite causes only 1d4 points of damage. In all other ways, however, it is similar to its parents.

For the next three years, the pup will be too young to mate. With the coming of its sixth year, however, it will join the bunyip mating rituals.

Ecology: The diet of a bunyip is made up primarily of fish and other aquatic creatures. From time to time, they have been known to lunge at creatures on the edge of the water or at low-flying birds and such, but this is done only when the local food supply is low.

Although bunyip meat is safe for human consumption, it is unusually oily and rather strong tasting. Thus, they are not hunted by most cultures.

The hide of a bunyip can be made into a rugged leather, but this has no special qualities to set it above other animals that are easier to hunt. As a result, the bunyip is generally free from molestation by trappers, though some few are caught by accident. Far more common—and much more of a nuisance—is a bunyip who develops the habits of springing traps or stealing from them other animals that have been caught.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Slimes, molds, mosses
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1 (slimes, molds, and mosses only)
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	Nil
SIZE:	T (6" to 1' long)
MORALE:	Unsteady (5-7)
XP VALUE:	35

Burburs are small creatures that look much like worms. They have large, glistening black eyes and a sucking tube for a mouth, much like that of a mosquito. Just behind the creature's head are a pair of tiny forelegs of considerable dexterity. With its forelegs, a burbur can climb, grip, and manipulate objects. A burbur that has just fed will be very bloated and somewhat sluggish.

Burburs are ivory or yellow in color and have soft, moist skin. They have a somewhat spicy body odor that has been described as smelling like cinnamon.

Burburs are highly prized creatures that consume many varieties of slimes, molds, and mosses that might otherwise cause considerable harm to other creatures.

Combat: Burburs are gentle and harmless creatures as far as the humanoid races are concerned. They feed only on slimes, molds, or mosses; they are wholly unable to inflict damage on any other living thing.

When it decides to feed, a burbur simply crawls out onto the body of the creature it intends to consume, extends its feeding tube and begins to siphon up its meal. Each round that it feeds, the burbur inflicts 2d4 points of damage to the slime, mold, or moss it is consuming. Once the burbur has scored a hit against the creature it is attempting to ingest, it need not roll again unless it takes a break in its feeding. A burbur ceases feeding after it has drained its victim of hit points equal to thrice its own initial value. For example, a burbur with 4 hit points will be sated after it has inflicted 12 points of damage upon its victim.

A burbur is utterly immune to such creatures as olive or green slime, obliviax moss, and brown, yellow, or russet molds. In addition, it finds these creatures to be delicacies beyond compare.

The burbur is also unaffected by yellow musk creepers, zygoms, and violet fungi, although it finds these creatures

inedible. A burbur is affected normally by oozes, jellies, poisonous vapors, and other creatures, as well as by spell attacks.

Habitat/Society: Burburs wander constantly in search of food. Although they are normally found alone, they have been known to gather in groups of as many as four individuals to feed on a single slime, mold, or moss.

Burburs often build small lairs that they visit from time to time to rest and recover from injuries. As a rule, these are located in out-of-the-way places and, as often as not, are protected by some creature to which the burbur is immune. For example, it is not uncommon for a burbur to seek refuge in the midst of a yellow musk creeper's coils.

Once each year, usually in the spring, a burbur will begin to swell in size. At this point it develops a bulge at the end of its tail, which forms into a second head. As the second head forms, a pair of forelegs begins to grow out from the body. Shortly thereafter, the burbur splits in half to form two separate creatures.

Ecology: Although a small and defenseless creature like the burbur might normally be expected to fall victim to a wide variety of other predators, this is not the case. Most animals

have long ago learned that eating a burbur can be a painful and, often, fatal mistake. If the burbur has recently fed, most creatures that consume it are affected as if they had come into contact with the creature the burbur recently fed upon. Thus, those animals foolish or hungry enough to devour a burbur have been weeded out by natural selection a long time ago.

The burbur is much sought after by adventurers who find the creatures a useful ally when they do battle against slimes and similar horrors. As a rule, burburs are extremely docile and do not attack their keepers or stray unless they are underfed.

In order to keep a burbur content so that it does not seek to escape its owner, it must be allowed to feed at least once per day. In the marketplace, a captured burbur can be sold for as much as 1,000 gold pieces.



Bvanen

CLIMATE/TERRAIN:	Mountain (cliff)
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	3–12
ARMOR CLASS:	4
MOVEMENT:	6, Sw 12
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/1d4+1
SPECIAL ATTACKS:	Secreted ooze
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Average (8–10)
XP VALUE:	420
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 10; PSPs 40 Att: EW, IL, MT; Def: MB, MBk, TS #AT 1; MTHAC0 16; MAC 4

PLAYER'S OPTION:

Psychometabolism: *Sciences*—animal affinity; *Devotions*—displacement, flesh armor, immovability.

Telepathy: *Sciences*—domination, mindlink; *Devotions*—attraction, contact (*send thoughts*), ego whip (*sight link*), id insinuation (*inflict pain*), mind thrust (*synaptic static*), phobia amplification.

Note: In DARK SUN campaigns, the *PLAYER'S OPTION* material (printed in the second color) is used. The parenthetical powers replace the psionic attacks and defenses to which the monster has free access.

Bvanen are a race of intelligent, benevolent amphibians that dwell in the hot swamplands of Athas. Their appearance is somewhat frightening: raised, independently rotating eye turrets, prominent backbone-ridged carapace, chitinous belly-plates, impressively clawed forepaws, and a toothy mouth from which flicks a tri-forked tongue. Their hesitant, distrustful nature often forces them into conflicts they would otherwise choose to avoid. They have their own language.

Combat: These amphibians use only their claws and bite, never weapons. They are not strong fighters. They do have a special attack power, however, which they use to partially immobilize their foes. Every bvanen secretes a sticky, quick-hardening ooze through pores on its skin. This hardened ooze provides not only a protective shell around the bvanen, but a weapon that can be used to stick to foes on a successful claw attack roll instead of inflicting damage. On the round after the bvanen attack hits, the foe cannot use the struck body part (roll 1d8: 1—head; 2–3, right arm; 4–5, left arm; 6–8, either leg) until a bend bars roll is made (either by the character or a companion—monsters without Strength ratings use a saving throw vs. paralysis if larger than man-size, at –2 if man-sized or smaller). A hit to the head indicates that a foe of equal or smaller size may suffocate as if drowning. A group of bvanen can quickly incapacitate an enemy when working together.

This secretion has one other use. It seals the bvanen's wounds as soon as they are inflicted. Bvanen are therefore



immune to the effects of swords of wounding and similar magical weapons that cause bleeding. Further, the ooze and its healing abilities effectively reduce all damage taken by 1 point.

Approximately 1 in 6 bvanen possesses the listed psionic powers.

Habitat/Society: Bvanen live in partially submerged caves in hot swamplands and also in temporary camps. They use their hardened secretions to build nests out of wood and plants. Bvanen society is divided into two groups: caretakers and hunter/warriors.

Caretakers see to the needs of the tribe and the tribe's domesticated animals. Every bvanen camp or village has domesticated animals—giant fish, giant frogs, giant insects, and others. These are used for transport, food, and sometimes as guardians.

The bvanen indicate rank and position within their society by a series of scars on their flesh. They have a strict hierarchy; each individual has a specific place within the social structure. The scar symbols show rank, becoming more intricate as an individual rises in the social order.

Although they are generally a kind and gentle race, the bvanen are reclusive and suspicious of strangers, often choosing to fight defensively rather than risk letting their guard down and trusting a potential enemy.

Ecology: It is unknown whether the bvanen are natural creatures or bred from the sorcerous soup of the swamp by a forgotten wizard. They are extremely rare, and might be found only in a single area on an entire world. They hunt and raise animals for food, but they will never knowingly eat an intelligent creature.

Cat, Great, Snow Tiger

CLIMATE/TERRAIN:	Subarctic to temperate wilderness
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	6+3
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d10
SPECIAL ATTACKS:	Rear claws (2d4 each), speed burst
SPECIAL DEFENSES:	Never surprised, camouflage
MAGIC RESISTANCE:	Nil
SIZE:	L (7'-10' long)
MORALE:	Average (8-10)
XP VALUE:	975

The great snow tiger is a carnivorous beast, native to cold temperate mountains and subarctic brush. Snow tigers are vividly portrayed in legends, where they are credited with all manner of cunning, intelligence, and ferocity. Though dangerous predators and a fierce challenge to hunt, snow tigers are simply another large predator fighting for survival in cold, harsh climates.

Snow tigers change color with the season as do other subarctic and arctic species. During spring and summer they are pale brown, striped with green. In fall the snow tiger's coat slowly fades to white and black stripes.

Combat: Regardless of season, the tiger blends in quite effectively with its surroundings and is treated as a hidden object, gaining automatic surprise when attacking from hiding, unless other factors intervene. Their keen senses, honed by their harsh environment, prevent them from being surprised.

When attacking, snow tigers are capable of blinding bursts of speed, moving at double rate for 1d4 rounds without a penalty to attack or damage rolls.

The snow tiger attacks with a savage bite and raking claws. Like other great cats, the snow tiger has large and powerful rear claws. If both front claw attacks hit in a single round, the tiger automatically rakes with both rear claws, which rip opponents for 2d4 points of damage each.

Habitat/Society: Normally solitary, snow tigers may be encountered in mated pairs during spring and summer. During this period there is a 25% chance that a pair will have 1-2 cubs (no combat abilities). Rashemaar hunters sometimes take cubs and raise them as pets, training them to hunt. In order to be successfully trained, the cub must be less than three months old and the trainer must make three successive animal training proficiency checks. Only one check may be made per week, and if one fails the trainer must start all over again. Once a cub is over three months old, it cannot be trained and is usually returned to the wild.



Ecology: A cunning and resourceful predator, snow tigers prefer larger prey such as deer, mountain goats, sheep, and horses. During the depths of winter, snow tigers are sometimes reduced to stalking mice, rabbits, foxes, and other small game.

A few are intelligent enough to realize that humans are relatively easy prey, but this is rare. Most snow tigers avoid humans and attack only if cornered or starving.

Snow tigers are found throughout northern and eastern Faerûn, though they are most common in Rashemen. There, berserkers revere its speed, strength, and hunting skill, and often try to emulate its appearance and behavior—there is a Rashemaar Snow Tiger berserker lodge.

The Rashemaar admiration for the snow tiger does not preclude hunting the beast; in fact, it is considered a singular honor to have taken one single-handedly. Hunting snow tigers alone, unarmored, and armed only with a broad sword or a bow is a popular sport among Rashemaar nobles. Tales of intelligent tigers luring prey to its doom are but tales.

Cloaks of snow tiger fur are symbols of status among the Rashemaar and some barbarian tribes. They are never sold and may be worn only by the individual who successfully slew that tiger. Individuals who wear cloaks they are not entitled to are usually attacked by Rashemaar who learn their secret.

Chosen One

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3-30
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3 or 2
DAMAGE/ATTACK:	1d4/1d4/1d8 (or weapon and 1d8)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fanatic (18)
XP VALUE:	175

Chosen ones were once human slaves, but have been turned into violent guardians under the control of their creators. The process has subjected them to torture and arcane magical procedures of the worst type. The Red Wizards of Thay are known to create these creatures.

Driven by rage, chosen ones seek to avenge themselves upon those who caused their pain and suffering, but their anger has been redirected by their diabolical creators. In effect, each chosen one is compelled to see everyone except its creator and his companions as the cause of its pain and consequently attacks all others with unstoppable fury.

The magical spells that create a chosen ones twist his appearance into a hideous caricatures of a human; the face contorts, teeth elongate, and the skin transforms into a tough, leathery protective sheathing. Chosen ones' hands are gnarled and stretched, ending in wicked, filthy claws.

Combat: If a Red Wizard is compelled or held hostage, a special code word can be uttered to compel the chosen ones to attack their creator's captor.

In battle, chosen ones attack fearlessly, biting with fangs and slashing with filthy claws. Some chosen ones are equipped with weapons that replace the claw attacks.

Creatures bitten by a chosen one must make a successful saving throw vs. poison or suffer an additional 1d8 points of damage per round for the next 1d6 rounds.

Chosen ones are not completely reliable. Occasionally, their conditioning breaks down and memories of their past lives as well as the true cause of their pain flood their heads. Each round a chosen one is in combat after the fifth, there is a 1% cumulative chance that it goes berserk (for example, the chance increases to 5% after 10 rounds). If that happens, the chosen one screams horribly and immediately leaves combat, running away to find its master and take revenge as quickly as possible, fighting only those who stand in its way.

Habitat/Society: Chosen ones make effective, if somewhat vicious, guards. They are most useful, and terrifying, when released to chase down a trespasser or other miscreant. They are consumed with white-hot rage against all in their vicinity, held back only by the authority of their creator; and they may lash out suddenly if disturbed unless the creator forcefully orders them to hold back.



The occasional instability of chosen ones is a price their creators are willing to pay for useful slaves. The death of the Red Wizard Thamarak and several of his guests, whose 20 chosen ones unaccountably went berserk simultaneously during a dinner party, is considered an aberration. (On the other hand, several Thayans have speculated that it was the work of one of Thamarak's enemies, who discovered how to circumvent the magical programming).

Ecology: The Red Wizards use chosen ones as guards for their homes or important places such as laboratories, treasure vaults, and dungeons. Once created, a chosen one can only be restored to humanity by a *wish* or similar powerful magic.

Chosen ones occasionally escape into the wild. These nearly always terrorize innocents for a time before being hunted down and destroyed.

Many Red Wizards foresee the military applications of the chosen ones—the creation of legions of chosen ones that can be unleashed upon neighboring states without commanders. The current political tumult in Thay has so far prevented this. Of course, the possibility of large numbers of chosen ones going berserk and taking vengeance in Thay may put an end to the plan until chosen ones can be more readily stabilized.

Create Chosen One (Alteration)

Level: 5
Range: Touch
Duration: Instantaneous
Area of Effect: 1 human

Components: V, S, M
Casting Time: 1 hr.
Saving Throw: Neg.

Only wizards of evil alignment cast this spell. It consists of a series of magical rituals and torments intended to turn a normal human (up to 3rd level) into a maddened, murderous creature known as a "chosen one." Victims must be bound and helpless in order for the spell to work. After the long casting time is completed, the victim must save vs. death magic or be transformed into a chosen one under the control of its creator.

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Common
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–9)
TREASURE:	G
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1–12
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	12+1 (total)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Absorption
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	See below
MORALE:	Average (10)
XP VALUE:	9,000 (total), see below

Chronovoids cannot exist in reality, but they form one of the greatest creature hazards to adventurers on Demiplane of Time. They are a common occurrence and are strongly attracted to linear (Prime Material Plane) creatures. A chronovoid appears as a blob of gelatinous matter that holds a roughly ovoid form. The surface of the chronovoid is an iridescent film, not unlike a drop of oil on the surface of water, and its internals are a dull gelatin. The size of the creature varies, since it is a communal organism and can separate into smaller forms. Its largest formation is a huge creature (10–11-foot diameter, 12+1 HD) which can divide into three large creatures (6–7-foot diameter, 4+1 HD). After this division, the separate entities can divide in half two more times, creating up to six medium creatures (5-foot diameter, 2+1 HD) or 12 small creatures (3–4-foot diameter, 1+1 HD). Any combination of these is possible, but it takes one round for each division or merging. A chronovoid usually travels as three large creatures, so it takes only two rounds for maximum division or one round to reform as a huge creature. It can usually accomplish this before entering melee.

Combat: A chronovoid can sense linear organisms from over 50 feet away and will immediately move toward them. A chronovoid has a variety of useful abilities. The first of these is the ability to divide into smaller versions. Each separate entity is allowed one attack at the original THAC0 and AC, but the Hit Dice are according to size. Any chronovoid that divides or reforms gets no attack that round. Combinations can be assembled, like one large, three mediums, and two smalls.

The main defense of a chronovoid lies in its gelatinous form. Most material passes through it without hurting the bubble at all. Nonmagical weapons do no damage, and damage from magical weapons and spells depends on the bonus or spell level. For every +1 that a weapon has, or for every three spell levels, only 50% of normal damage is applied to the chronovoid. A sword +1 or a 1st–3rd-level spell does half damage (including half of Strength or specialization bonuses), and a sword +2 or 4th–6th-level spell does full damage. A +3 weapon or 7th–9th spell does 150% full damage, and a +4 weapon does double damage (again including double Strength and specialization bonuses). A chronovoid attacked by magical weapons or spells identifies the greatest danger to it and concentrates all

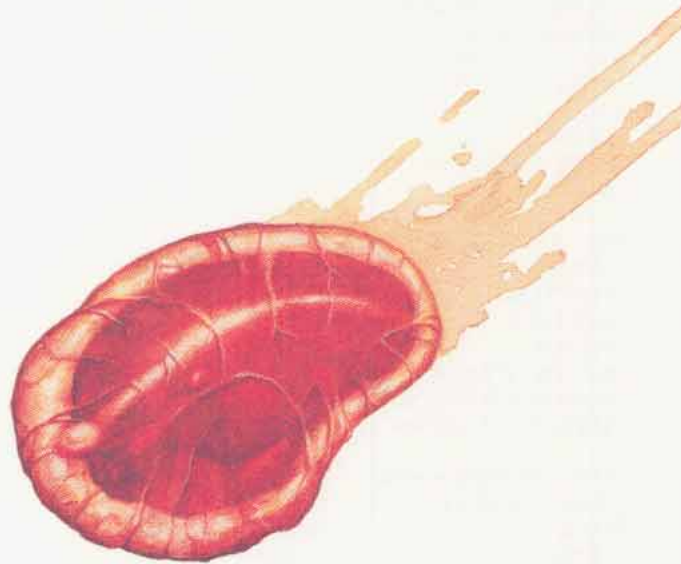
attacks on that foe until that creature is dead or incapacitated.

A chronovoid attacks by moving up to a victim and attempting to envelop it. On any successful attack in which a 20 was not rolled, the victim manages to pull free whatever part of him entered the bubble, taking only 2d6 points of damage from advanced decay of living flesh. On a 20, the bubble succeeds in absorbing the creature. Any absorbed creature can inflict damage only on a roll of 19 or 20, and the decay damage increases to 3d6 hit points per round. The only limit on absorption is that the bubble must be of the same size class as the creature or bigger. This makes a difference in strategies by the chronovoid, since it always maintains at least one portion of itself large enough to absorb the intended creature.

Any part of the chronovoid damaged beyond its hit points bursts into thousands of drops that drift to the nearest lifeline, where they remain. A chronovoid can exist and rebuild itself as long as at least one small-sized portion gets away, and such a portion is usually held off to one side in case things go badly. Characters gain 750 XP for every 1+1 Hit Dice of the creature that is slain, with a 1,000 XP bonus if the entire creature is destroyed.

Habitat/Society: Chronovoids usually ignore the creatures of Demiplane of Time as they drift around the timestream. They do not move around lifelines, except in the event of a tangle, but simply let the line pass through them. It is common to see a chronovoid with a silver lifeline running through its middle as it follows a lifeline up or downstream. Only if a temporal creature gets within 10 feet of a chronovoid does the chronovoid attack.

Ecology: Chronovoids may have some kind of relationship with *tempysynth* (a type of temporal mold that coats lifelines in patches in the Demiplane of Time), as a chronovoid does not harm tempysynth as it passes along the lifelines. Chronovoids have no lair, but they do possess treasure. Within their gelatinous mass, they store the nonorganic matter from creatures and beings they have ingested. This includes coins, gems, metal weapons, and anything magical—though magical items with an organic base, such as a staff or leather boots, must save vs. acid or become useless). Large items are still carried by the chronovoid, but pieces of them may stick out.



Cildabrin

CLIMATE/TERRAIN:	Warm subterranean areas
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE TYPE:	Nil (B or C)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–2
ARMOR CLASS:	5
MOVEMENT:	15, Wb12
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d12/1d12/1d6
SPECIAL ATTACKS:	Crush, poison, <i>silence</i> 15' radius, <i>web</i> , darkness 15' radius, <i>spider climb</i> , immune to webs
SPECIAL DEFENSES:	
MAGIC RESISTANCE:	20%
SIZE:	H (13' across, 6'–10' high)
MORALE:	14 (Elite)
XP VALUE:	7,000

Cildabrin are a race of intelligent spider-scorpions, either huge, intelligent spiders with elements of a giant scorpion's anatomy, or a race of huge scorpions with elements of a spider's anatomy. No one knows for certain. Cildabrin never give the same answer twice, if they stop trying to eat the questioner long enough to answer at all.

A cildabrin's arachnid body is black and furry. The eight eyes are turquoise blue. Its front two legs end in scorpion-like pincers, while its supple, fur-covered tail has an 8-inch stinger at its tip. The subterranean cildabrin have exceptional infravision with a 120-foot range.

They seem to be able to communicate with spiders and scorpions of all types, and some can rasp out a clicking speech.

Combat:

Cildabrin use their magical powers when they choose to fight, preferring to ambush their prey from hiding, usually from within an area of *silence*. They often cast *web* spells before moving into melee, and their *darkness* spells are usually saved to protect them

as they retreat. Defeated cildabrin have been known to offer treasure to ransom their lives.

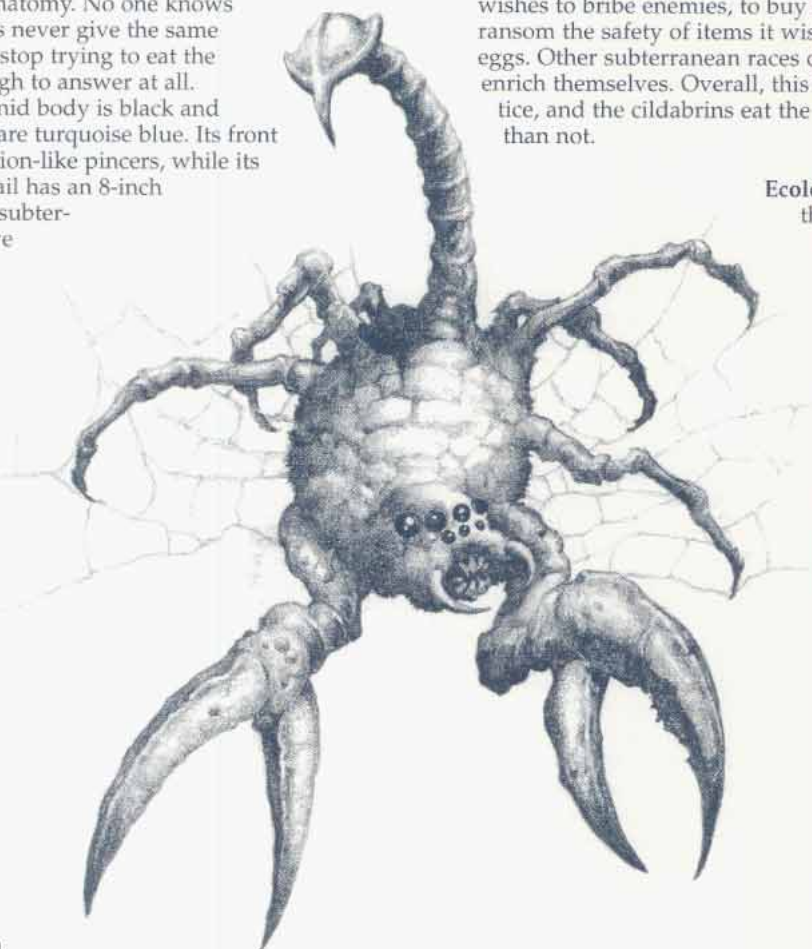
In melee, a cildabrin attacks with its pincers and stinger. If a pincer hits, the creature struck must make a successful bend bars check to escape (monsters without Strength ratings use a saving throw vs. paralysis if larger than man-size, at –2 if man-sized or smaller). If the escape roll fails, the victim automatically takes 7–12 points of crushing damage (1d6+6) in each subsequent round. The victim can attempt to escape once per round, until the cildabrin is slain, or until the victim loses consciousness. The stinger can reach any man-sized or larger foe that are in melee with the cildabrin. The stinger injects Type O poison (a paralytic poison with an onset time of 2d12 rounds and a duration of 2d6 hours).

Perhaps because the cildabrin have tails, they lack a spider's spinnerets. Fortunately, they are a highly magical race with several magical abilities to compensate for this weakness. The cildabrin can cast *web*, darkness 15' radius, and *silence*, 15' radius each three times per day and can *spider climb* at will. Also, they are immune to all *web* spells.

Habitat/Society: Solitary creatures, cildabrin come together only to mate. If two cildabrin are encountered in the same place, there is doubtless a nest nearby. The nest will contain 10 to 40 large, purple eggs, and is probably concealed in an area of darkness.

Cildabrin appreciate the value of treasure and often leave some visible near their ambush areas in order to attract prey. They also use treasure for those occasions when the cildabrin wishes to bribe enemies, to buy items it deems valuable, or to ransom the safety of items it wishes to protect, such as its eggs. Other subterranean races often use this behavior to enrich themselves. Overall, this is a highly dangerous practice, and the cildabrin eat the treasure seekers more often than not.

Ecology: Cildabrin eat any animal that they can catch. Once the food is caught and paralyzed or killed, the cildabrin retreats to its lair to eat. The lair is usually a warm, dark cave. As a cildabrin cannot consume inorganic material, items like armor, shields, and weapons are stripped from the prey and set aside, either in a pile in the rear of the cave or on the cildabrin's "bait piles."



Coffer Corpse

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (4' 1"-7' tall)
MORALE:	Average (9)
XP VALUE:	65

The coffer corpse is an undead creature seeking its final rest. It is always encountered on the scene of an incomplete death ritual: a stranded funeral barge, unburnt pyre, or so on. Coffer corpses look like zombies. They hate life, and will attack any living humanoid creature that disturbs them.

Combat: The coffer corpse attacks in combat with whatever weapon it was to be buried with, inflicting standard damage for that weapon. Only about 25% of coffer corpses have weapons. If it has no weapon, the coffer corpse attacks with its bare hands, attempting to lock them around the victim's throat. If its attack roll succeeds, it has fastened its hands in a death grip, inflicting 1d6 points of damage per round until either it is destroyed or its victim is killed. Coffer corpses are unusually strong—a Strength of 20 is needed to break free of a death grip.

A coffer corpse struck by a nonmagical weapon for 6 or more points of damage will fall to the ground as if dead, although no real physical damage occurs. Any creature held in a death grip will fall with it, as the grip is not yet broken. After one melee round, the coffer corpse will animate and continue to strangle any victim. All those who witness this reanimation must save vs. spell or flee in terror for 2-8 rounds.

Magical weapons inflict damage on a coffer corpse depending on their type: Bludgeoning weapons (B) inflict full damage. Slashing weapons (S) inflict normal damage, but gain no damage bonuses for Strength or enchantment. Piercing weapons (P) inflict half normal damage, and do not gain magical or Strength bonuses.

As it has no mind, a coffer corpse is immune to all spells of the schools of enchantment/charm and illusion/phantasm.

Coffer corpses are turned as wraiths.

Habitat/Society: As an undead creature which seeks only to complete its journey from life, the coffer corpse is either solitary or one of a group of restless dead. Its habitat is determined by the location and type of its burial method. Any treasure found with it will indicate its station in life—the richer and more powerful the coffer corpse was in life, the more treasure it will have in unlife.



A coffer corpse has one overriding instinctive urge: as it was denied a complete death, so others shall be denied life. It is bitter over its incomplete death ritual and seeks to take the lives of others in revenge, particularly if it can deny its victims the release of a death ritual. Thus, when it attacks, the coffer corpse will often attack priests first in the hope that no one will be left to see to a proper burial for its victims.

The creature's bitterness can be used to some advantage if the means to complete the coffer corpse's death journey can be determined. If the unfinished death ritual which binds the coffer corpse to undeath can be completed, the creature will be released and effectively destroyed. The DM must decide what constitutes the final death ritual in each case.

Ecology: Coffer corpses have no need for light, air, water, or food. Those slaying a humanoid creature ignore the corpse, leaving it where it lies. They do not interfere with nonliving scavengers—such as ghouls and ghosts—that come to feed on the carrion they leave. Otherwise, a coffer corpse will tolerate most undead that do not disturb or attack it. They will attempt to kill any living creature encountered near their (unfinal) resting place. Intelligent monsters often realize that a coffer corpse can be a useful rear guard if care is taken to avoid its lair.

Disenchanter

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–2
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Drains magic
SPECIAL DEFENSES:	Can be hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (5' tall at shoulder)
MORALE:	Champion (15–16)
XP VALUE:	650

The disenchanter resembles a spindly camel, with four legs and a single hump located on the middle of its back. The creature's small head rests at the end of a long, flexible neck. The beast also has a very flexible snout, like that of an elephant, that can reach as far as 5 feet from its head. The creature is a pale electric-blue in color. The beast is slightly translucent and sometimes appears to shimmer. When a disenchanter dies, its body shrinks to a small wizened gray lump.

Much about the disenchanter is a mystery. Some of Faerûn's more educated sages speculate that disenchanters were created centuries ago by the phaerimm, the sinister creatures that live beneath Anauroch, to combat their enemies, such as the sharn or the humans of Netheril.

While reasonably intelligent, disenchanters seldom speak to humans or related beings; disenchanters have their own language, and sages assume that only a few ever bother to learn other tongues, usually Common or elvish.

Combat: The disenchanter is a relatively peaceful creature, but is a ravenous eater. Since the disenchanter feeds on magic, siphoning enchantment from items or from spell effects, it often becomes aggressive when around those who have magical items—such as adventurers.

The disenchanter can *detect magic* in a 120-foot radius, and usually moves toward any enchantment it detects. It can tell the difference between the relative strength of enchantments, and prefers to consume the most powerful item; for instance, a disenchanter would choose to attack a *long sword* +4 instead of a *shield* +2. A disenchanter is also intelligent enough to attack easier targets, for example trying to hit a magical shield held in a hand, rather than a magical wand in a backpack. The creature's snout is, however, very dexterous, and can hit objects in somewhat difficult positions (such as a magical dagger in a scabbard with only the hilt showing).

To hit a magical item, the disenchanter makes a normal attack roll. The item's Armor Class is 10, adjusted by its magical plus (if any), and by the Dexterity adjustment of the individual carrying it (if any). The DM should also adjust the item's AC for cover; for example, a partially concealed item might receive an AC bonus between –2 and –4, while a totally concealed item could not be struck by the disenchanter. These penalties are left mostly to the DM's discretion. An



item struck by the disenchanter's snout is permanently drained of its magic. They are intelligent and wary enough not to tap the energies of artifacts and other magics of the highest order.

A disenchanter can also disenchant a spell effect. A lasting, stationary spell effect is instantly dispelled when touched by the disenchanter's nose; such a spell effect has AC 10 and does not harm the disenchanter. If attacked with a spell, the disenchanter has a chance to intercept the spell, if the spell has a visible effect. Such a spell, like a *magic missile*, has a base AC of 5. An area effect spell cannot be intercepted by the disenchanter, unless the spell is targeted directly on the creature.

A disenchanter can be hit only by magical weapons. These weapons do not lose their enchantment when they strike the beast; only the creature's snout drains magic.

Habitat/Society: The disenchanter is typically found east of Anauroch, mostly around the Sea of Fallen Stars. The creature seems to have some special affinity for the area around what was once Sarbreen, the site of present-day Ravens' Bluff. Disenchanters return to that area in great numbers every 150 years or so; their next mass appearance should be relatively soon, and already sightings have increased in that region.

The disenchanter's breeding habits are unknown, though it is believed by many that a disenchanter splits into two creatures of full size after consuming enough magic.

Ecology: Since the disenchanter has no known predators, its numbers are apparently controlled by the amount of magical energy available in an area. Most of the details of how it interacts with its environment are unknown. The creature's essence is purported to be useful in ink for scrolls, and might be used for the fabrication of a *rod of cancellation*.

Dog, Temporal

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or in packs
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil (W)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1 (15%; 2-12)
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	4+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Haste (see below)
SPECIAL DEFENSES:	Timeslip
MAGIC RESISTANCE:	10%
SIZE:	Medium (3'-4' long)
MORALE:	Average (10)
XP VALUE:	375

Temporal dogs are a highly evolved form of blink dogs that make their home on Demiplane of Time. It is impossible to tell whether the temporal abilities of these dogs are a difference engineered or bred by some ancient chronomancer or if the progression from blink dogs to temporal dogs was a case of natural evolution, but these canines do have a pleasant attitude toward wizards for some unknown reason.

Temporal dogs distinctly resemble their distant ancestors. They have short, yellow-brown hair, and they are stocky and muscular. They are slightly smaller than blink dogs, and they have apparently lost the power of teleportation, but they have developed other, more powerful abilities make up for that loss. They are another temporal creature that possesses the ability to slip to reality.

Temporal dogs communicate between themselves by complicated combinations of barks and growls, and they have a detailed knowledge of the layout of the surrounding timestream. Adventurers have taught these creatures to understand many languages, though they may feign ignorance so as to not have to deal too closely with strangers. A few of the friendlier ones can even bark out a close approximation of a dozen or so words.

Combat: Only a very hungry pack, or one that feels threatened, will attack adventurers. This deference to humans is a curiosity, but whatever the reason, it is not cowardice, since these dogs are slightly more fierce than their ancestors. They have an ability to create *haste* (as if by *Articus's* *melee manager*, not the *haste* spell). This gives them one extra attack per round, as well as the other bonuses, and the power can be used once per turn, the effect lasting for the turn's duration. They can also slip between Demiplane of Time and reality, but in reality, they function as if 2 Hit Dice lower, and they lose their ability to *haste*, so they only do this to escape a threatening situation.

If a pack of temporal dogs loses one-third of its number or fails to bring down one person within five rounds, the dogs slip away. A solitary dog never attacks people—unless it is defending something—preferring to slip away if it feels at all threatened. Experience points are awarded if this creature stands and fights, or if the character can enlist its aid for a period of greater than two weeks. Bribery or threats never hold a temporal dog to service this long. The character must prove worthy of the dog's loyalty within four days.



Habitat/Society: Temporal dogs prefer solitude over the pack, mostly due to the fact that there is sparse hunting on Demiplane of Time. Whenever they are encountered, however, there is a 15% chance that they are running in a small pack (2d6) in order to take down a large creature that none of them could handle on their own.

Many characters have taken to feeding these creatures (and sometimes even offering them some sort of treasure) in order to gain their company for short periods. A friendly dog remains with the person or party for 1-4 days in the timestream. Fast as these creatures are, the group never has to worry about the temporal dogs slowing it down—quite the opposite, but the dogs do not seem to mind. The major benefit of having a temporal dog along on a trip is that the canine barks at any sort of unfriendly creature, warning companions of danger.

Temporal dogs make lairs within naturally occurring caves formed by event tangles in the lifelines, and it is here that they store their treasure and hide their precious pups. These dogs normally detect adventurers long before they reach a lair and draw them off in any way necessary. If a lair is discovered, there is a 10% chance for 2-8 pups and a 20% chance for other treasure to be there.

Pups can be raised to be loyal companions to a character, and their high intelligence makes them very useful or very troublesome, depending on how they are treated. The treasure could be anything of value, including magical weapons and armor, high quality merchandise, miscellaneous magic (including potions and scrolls), and of course gems and coins. Although the dogs have little need for this stuff, they know the value of trade. They acquire the material not by attacking passing travelers but by scouring the areas where battles between chronomancers and less friendly temporal creatures have been. Some predators care not for these items, so the dogs collect them for their own uses.

Ecology: Temporal dogs normally thrive on tempsynth, but packs sometimes go for a temporal glider or vortex spider. Hunger might drive them to reality in search of food, but only for short periods of time. Their frequency in reality is very rare.

Dragon, Cerilian

CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	(H, S, T)
ALIGNMENT:	Any neutral

NO. APPEARING:	1
ARMOR CLASS:	0 or better
MOVEMENT:	9, Fl 24 (C)
HIT DICE:	15 (base)
THACO:	6 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d10/1d10/2d12
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Variable
SIZE:	G (40' base)
MORALE:	Fanatic (17-18)
XP VALUE:	22,000 (base)

The dragons of Cerilia are an ancient race, predating even elves and dwarves. They once existed in great numbers, but now only a handful live in the Drachenaur Mountains and in lands far across the sea. While they are extremely intelligent and preserve knowledge and lore older than mankind, the dragons greatly dislike being troubled by intruders, and view any nondragons as dangerous vermin to be exterminated if they venture too close to a dragon's lair.

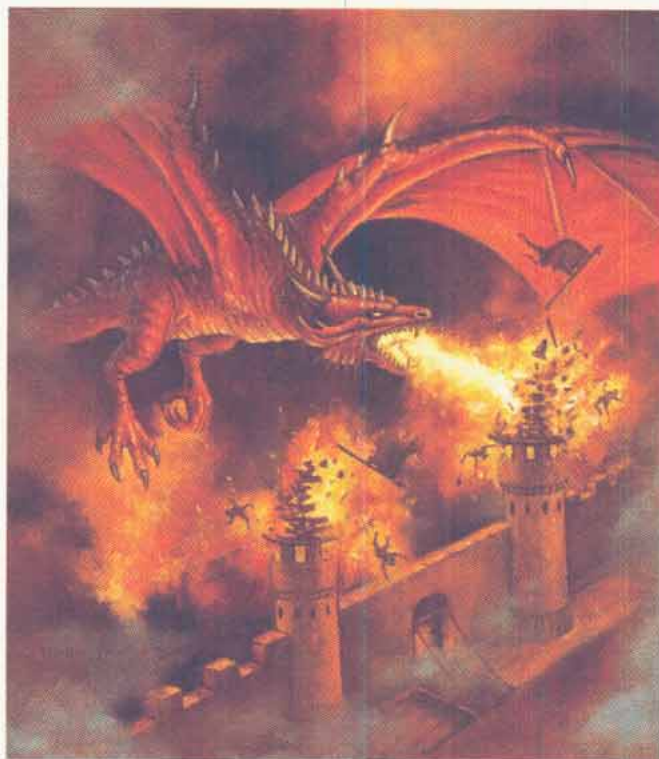
All Cerilian dragons are members of a single species, unlike dragons on most other worlds. They are long, serpentine creatures with short legs and a pair of great, leathery wings. Their bellies are protected by thick folds of leathery skin; iron-hard scales protect the upper surfaces of their bodies and limbs. They range in color from a reddish rust-brown to an iron gray and their bellies are usually paler than their scales. Dragons speak their own tongue and about 50% also speak dwarvish or elvish. They haven't bothered to learn the language of any younger races.

Combat: Most dragons don't care for physical encounters and prefer to use intimidation, spells, breath weapon, and other abilities before engaging in melee. All Cerilian dragons radiate *fear* in a 50-yard radius. In addition, any creature that meets the gaze of a dragon must make a successful saving throw vs. spell with a -4 penalty or be *paralyzed* in terror for 2d4 turns. If the dragon wishes to spend an entire round concentrating on a victim who has met its gaze, it can use the powers of *feeblemind*, *geas*, or *suggestion* on the victim with no saving throw.

The breath weapon of a Cerilian dragon is a stream of acid and fire. It affects a line up to 60 feet long and 5 feet wide. The dragon can breathe once per six melee rounds.

The table lists modifiers, based on age, for the dragon's base Hit Dice, Armor Class, breath weapon, magic resistance, and combat abilities. The combat modifier is a bonus to all attacks

Age Category	Hit Die Modifier	Combat Modifier	Armor Class	Breath Weapon	Magic Resist.	XP Value
Old	+4 HD	+8	0	12d6+12	35%	22,000
Very Old	+5 HD	+9	-1	14d6+14	40%	24,000
Venerable	+6 HD	+10	-2	16d6+16	45%	26,000
Wyrm	+7 HD	+11	-3	18d6+18	50%	28,000
Great Wyrm	+8 HD	+12	-4	20d6+20	60%	30,000



and damage for the dragon's physical attacks. If it enters physical combat the dragon strikes with its forepaws and bites.

Dragon Magic: All Cerilian dragons are powerful spellcasters, equivalent to wizards of 9th to 16th level (1d8+8). However, they are able to use spells only from the schools of abjuration, alteration, conjuration/summoning, and divination. Victims of dragon magic suffer a saving throw penalty equal to the dragon's Armor Class modifier due to its age; thus a victim of a wyrm's spell suffers a -3 penalty to the saving throw.

Habitat/Society: No young dragons are known to exist on Cerilia; all Cerilian dragons fall into the age categories of old, very old, venerable, wyrm, and great wyrm.

Dragons have memories of many things forgotten by other races. Each dragon is the equivalent of a sage in several areas of magical, natural or extraplanar lore. Some dragons have been known to share their knowledge with mortal supplicants, but as a rule, dragon lore comes couched in riddles and mystery.

Ecology: Dragons are a vanishing race. Once they warred incessantly among themselves, but for the last few millennia they have avoided fighting each other. As the dragons grow older, they spend more time sleeping; they typically nap for twenty to thirty years at a time.

When a dragon awakens, its first thought is food. Evil dragons won't hesitate to raid nearby human and demihuman settlements, but good dragons usually limit themselves to wild game.

Dragon, Ghost Dragon

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Special
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	20
THAC0:	2
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d10+10/1d10+10/2d10+10/ 2d12+10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	G (40' to 100' long)
MORALE:	Special
XP VALUE:	10,500 (defeat), 21,000 (placate), 32,000 (lay permanently to rest)

A ghost dragon is a sinister-looking, semi-transparent figure. It resembles whatever dragon type it was in life. All ghost dragons are a swirling murky gray, and they always speak in quiet whispers.

A ghost dragon is created when an ancient dragon is slain and its hoard looted. In many cases, the dragon died defending its hoard and home. The tie between a dragon and its hoard, however, goes far beyond mere human greed or dwarven avarice. The dragon will haunt its former lair until it manages to accumulate enough treasure to equal the value of its vanished wealth; then it will depart and rest in peace.

Ghost dragons never stir from their lairs. They are less beligerent than their living kin, but more obsessive. In many ways they resemble revenants more than true ghosts, except that they have no interest in revenge. All a ghost dragon thinks about is its treasure. Unfortunately for intruders, in the ghost dragon's mind, any and all valuables brought into its lair fall into this category. Since a ghost dragon can find peace only if it succeeds in rebuilding its hoard, it will demand trespassers hand over any treasure they are carrying—gold, jewelry, magical items, etc. The creature will allow polite adventurers to keep 10% of their possessions (a procedure it calls “tithing”) and will answer questions they might have regarding neighboring monsters or events it knew about in its lifetime. Those who refuse to turn over their valuables are savagely attacked.

Combat: A ghost dragon has several different attack modes, and since it is an exceptionally intelligent creatures, it will always choose the combination that will best achieve its goal. Ghost dragons have a *fear aura* far more dangerous than that of their living counterparts. Victims of a ghost dragon's aura must make two saving throws, both a –4 penalty: one vs. petrification to avoid aging 10–30 years, and a second vs. spells to avoid cowering in terror for a full turn (10 rounds). Note that the aura affects all in the dragon's lair at the time it appears, including beings normally immune to fear effects, such as paladins.

A ghost dragon will never ambush intruders; it uses its aura first to get their attention and give them a chance to hand over their wealth without a fight. If they refuse and attack the ghost dragon, try to leave, or (worst yet) attempt to steal some of its remaining treasure, it begins its assault. In addition to its aura, a ghost dragon has a claw/claw/bite/tail slap combat sequence daunting to even the toughest warrior. Not only can it inflict up to 104 points of damage in a single round, but each successful hit requires the victim to make a saving throw vs. death magic or lose two levels to an energy drain. Further, the struck limb withers as if struck by a *staff of withering*.

The ghost dragon has a breath weapon it can use three times before it must desist 12 rounds to renew its internal energies (at which time it can breathe three more times). The breath weapon is a cloud of gray mist that ages any creature caught in it all follows: humans, halflings, half-elves, most humanoids 1–100 years; dwarves 30–300 years; gnomes 60–600 years; and elves 10–1,000 years.

Ghost dragons are immune to all spells cast by non-ethereal opponents, and all weapons of less than +3 enchantment. They are immune to *charm*, *sleep*, *hold*, and all control magic, even if the caster is on the Ethereal Plane. They cannot be turned or controlled by priests; they are immune to holy water.

If a ghost dragon is “killed” by damage or magic, it simply reforms 48 hours later and resumes its attempts to build its hoard. Most adventurers who have encountered one have found out that it is better to give the ghost dragon what it wants. The experience point values for dealing with ghost dragons reflect its unusual nature.

The only way to lay a ghost dragon to rest permanently is by giving it treasure. Once it has gathered enough wealth to replace its lost hoard, it will whisper a quiet “thank you” and disappear forever, leaving the accumulated treasure behind for anyone who wants it.

Habitat/Society: Ghost dragons are solitary creatures haunting the desolate ruins of their empty lairs. They can be found anywhere a live dragon would secure its most prized possessions, but always in dark, underground or indoor place. As intelligent creatures, they enjoy the occasional conversation with intruders, but will never allow themselves to be talked out of the treasure they need. Since only ancient dragons can become ghost dragons, and since most ghost dragons spend centuries if not millennia in that state, they can be valuable sources of information about the past—for those willing to pay their price. It is rumored that living dragons sympathize with the anguish ghost dragons feel over their plundered wealth and often help their departed kin by sending potential treasure their way in the form of unwary adventurers.

Ecology: Like most noncorporeal undead, ghost dragons play no part in the living world, nor do they need to eat or sleep. Ferocious predators in life, in death they completely drop out of circulation. They do, however, play a large part in the economy of the regions they inhabit, as their “tithing” of passing adventurers tends to deplete both cash and surplus magical items in those parts. (An enterprising DM can use a ghost dragon to curb runaway inflation in a campaign world.)

Dragon, Neutral-Amber

CLIMATE/TERRAIN:	Coniferous forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore (tree sap)
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3 (base)
MOVEMENT:	9, Fl 21 (C)
HIT DICE:	8 (base)
THAC0:	13 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6(x2)/3d8
SPECIAL ATTACKS:	Breath weapon, spells, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H to G (20' base length)
MORALE:	Fanatic (17-18)
XP VALUE:	See below

Amber dragons are perhaps the most solitary and aloof of all the neutral dragons, preferring to wander throughout the heavily forested regions that they call home. Although not unfriendly, these dragons are so closely attuned to their natural surroundings that their moods often reflect the capricious nature of the elements.

Amber dragons possess a thick, bark-like skin that ranges from dull gray to dark brown. Their eyes are the color of rich amber, and they have a long (1-foot) horned prow. In addition, an amber dragon's feet end in sharp, scythe-like claws.

These dragons speak their own language as well as various druidic tongues. They can communicate telepathically with druids and other forest-dwelling creatures, such as elves, gnomes, sprites, and brownies.

Combat: The amber dragon is relatively small, so opponents have a +4 bonus to saving throws against its *fear aura*. Their cartilaginous teeth are not well-formed for biting; instead amber dragons thrust with their beak-like prow. Amber dragons avoid combat whenever possible, but can employ two scythe-like claw attacks and a prow attack if forced into melee. Though smaller and weaker than their more common relatives, they enjoy good spellcasting ability, being able to cast all spells normally cast by druids.

Breath Weapon/Special Abilities

An amber dragon is able to breathe a spray of scalding, sticky sap. The scalding sap sprays out in a cone 1 foot wide at the base, 30 feet long, and 50 feet wide at the terminus. The sap's effect is to soak the amber dragon's opponent, who will find that the sap hardens rapidly (in 1d4 rounds) into an immobilizing resin shell. Characters who successfully save vs. breath weapon can shatter the resin shell on a successful Strength check. Those failing their check are solidly encased; only one chance is allowed thereafter, using the bend bars roll at -15%, to shatter the hard resin shell and escape.

The amber dragon has the innate ability to *magnetize* an opponent up to three times per day. An individual failing a saving throw vs. breath weapon is *magnetized* for 3d4 rounds (half this time, rounded down if the saving throw is made). A magnetized individual cannot



with accuracy hurl, cast, sling, or shoot weapons that have any metal parts (daggers, axes, arrows with metal heads, etc.). In addition, magnetized individuals wearing metal armor have their Armor Class worsened by 1 and suffer a -2 penalty to all attack rolls, as the metal of their armor

binds. Other situational effects may occur, for example, if a floor is metal, the character may be *slowed*.

The amber dragon of at young adult age can *shape change* like a 7th-level druid three times a day. In addition, they have the innate ability to *blink*, as the 3rd-level wizard spell, once for every two age categories (round down).

Habitat/Society: Amber dragons dwell alone in large, primeval coniferous forests. They make no permanent lair, but range throughout the thickly carpeted expanse of their forest—often an area as large as 900 square miles. Unlike most other dragons, these creatures regard gold and other metallic treasures with disdain. They do not hoard material objects, thus any treasure found with an amber dragon is purely incidental.

Amber dragons are not exactly territorial, though they have been known to quickly dispatch creatures who enter a forest's depths with hostile intent. However, the amber dragon is in no way a "defender of the forest." Rather, these creatures are a force of nature, as many of their abilities stem from their close connection to the natural world.

This attunement to nature influences their reactions to other species. An amber dragon's personality is as mercurial as the shifting winds; they can be as gentle as a spring breeze, or as violent as a summer lightning storm. Though they share similar abilities and philosophies with druids, amber dragons merely tolerate the presence of these priests; an alliance between a druid and an amber dragon is by no means an automatic, or even common, occurrence.

Ecology: Amber dragons subsist by drinking the thick sap of coniferous trees. They extract the sap by plunging their horned prow beneath the bark of a tree. Druids and rangers familiar with amber dragons can detect their presence by the distinctive triangular mark they leave.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon
1	2-6	1-5	6	1d4+2
2	7-12	6-11	5	2d4+3
3	13-18	11-15	4	3d4+4
4	19-24	16-21	3	4d4+5
5	25-30	22-27	2	5d4+6
6	31-36	28-32	1	6d4+7
7	37-43	33-38	0	7d4+8
8	44-50	39-45	-1	8d4+9
9	51-56	46-51	-2	9d4+10
10	57-62	52-56	-3	10d4+11
11	63-68	57-62	-4	11d4+12
12	69-73	63-66	-5	12d4+13

Priest (Druid) Spells	MR	Treasure Type	XP Value
1	Nil	Nil	8,000
1 1	Nil	Nil	9,000
2 1 1	5%	D	10,000
2 2 1 1	10%	E	12,000
2 2 2 1 1	15%	E, H	14,000
3 2 2 2 1 1	20%	H, I	15,000
3 3 2 2 2 1 1	25%	H, I	16,000
3 3 3 2 2 2 1 1	30%	H, I, x2	17,000
4 3 3 3 2 2 2 2 1	40%	H, I, x3, R	18,000
4 4 3 3 3 2 2 2 2 1	50%	H, I, x4, R	19,000
4 4 4 3 3 3 2 2 2 2 1	60%	H, I, x4, R	20,000
5 4 4 4 3 3 3 2 2 2 2 1	70%	H, I, x4, R, U	21,000

Dread Warrior

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Day or night
DIET:	None
INTELLIGENCE:	Low
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-12
ARMOR CLASS:	2 to 4
MOVEMENT:	9
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+2 or by weapon +2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fanatic (18)
XP VALUE:	175

Dread warriors are enhanced undead created by Szass Tam, Zulkir of Necromancy for the Red Wizards of Thay. Dread warriors are created immediately after a warrior's death so that they retain at least minimal intelligence. They must be created from the bodies of fighters of at least 4th level who have been dead for less than a day. They are found primarily in the retinue of Szass Tam, although he has loaned a few to trusted allies.

Combat: As former fighters, dread warriors retain their desire to fight and are both strong and skilled. A dread warrior's Strength is 18/01 and, although this does not provide the creature with an attack bonus, it does grant +2 to all inflicted damage (its standard unarmed damage is 1d8+2). Dread warriors are armed with whatever weapons they carried as living fighters, though none have the sophistication to use bows or crossbows. They can be ordered to throw spears or javelins, but do so with minimal accuracy (-4 to hit).

Dread warriors are capable of following simple orders such as "advance and attack the enemy," "stay here and defend this hallway against all attackers," and so on. They are not at all sophisticated, however, and complex orders simply confuse them. Orders of up to 12 words cause no problems; there is a cumulative 5% chance for every word after the 12th that a dread warrior will misinterpret the order—does the exact opposite, goes berserk and begins attacking anything nearby, or stands around doing nothing. This percentage is doubled if the dread warriors are in Rashemen, where the powerful magic of the spirits of the land disrupts the evil necromantic spells of the Red Wizards. Additionally, dread warriors suffer a -2 attack roll penalty when in combat with Rashemaar nature spirits or Witches of Rachemen.

Dread warriors can be turned by clerics as shadows. A *raise dead* spell destroys a dread warrior entirely, while a *resurrection* spell requires the dread warrior to make a saving throw vs. spell (save as 4th-level fighter). If the saving throw fails, the dread warrior is instantly destroyed. If it succeeds, the dread warrior is restored to life, fully regaining the form it had in life.

Habitat/Society: Dread warriors exist exclusively as soldiers and guards for the Red Wizards and Szass Tam in particular. When not in combat they are usually kept in "cold storage" in dungeons or barracks, since Tam is reluctant to use his valued elite warriors as domestic servants. His associates



have been known to use his dread warriors in this manner, but this almost always results in a sharp rebuke from the Zulkir of Necromancy, who sees little humor in such shenanigans.

Dread warriors form a part of Cyric's Legion, one of Szass Tam's largest military units. Recently Szass Tam has been creating more dread warriors in anticipation of a large-scale civil conflict, possibly against the *tharchions* (provincial rulers) and *zulkirs* (school leaders) of Thay who continue to hold out against him.

Ecology: The dread warriors' very existence is geared to the defense of Thay and the mad schemes of its rulers. The few dread warriors who break free of control sometimes wander the countryside, shambling about in twisted caricatures of their old lives, sometimes challenging passersby to fights, sometimes breaking into homes to steal food (even though they can no longer eat), or otherwise terrorizing the innocent.

Zulkir Szass Tam created the dread warriors over 20 years ago, intending them for an invasion of Rashemen. Myrkul's Legion, a force made up entirely of dread warriors, was unleashed on the berserkers and the coastal cities in 1357 DR (Dale Reckoning), but was turned back after furious fighting. Many dread warriors fell to the spells of the Rashemaar Witches, and more were destroyed by the Rashemaar nature spirits. The powerful place-magic of Rashemen apparently affected the dread warriors as well, for many misinterpreted orders and some even turned on each other, destroying entire companies.

Dream Spawn, General

Dream spawn are creatures native to the Nightmare Lands of the RAVENLOFT® setting, combining the physical nature of the waking world with the malleable etherealness of the dream plane. All dream spawn, no matter their physical shape, appear as blank templates waiting for the imaginations of dreamers to temporarily define their forms. They can shift from featureless creatures to a specific form in an instant, copying that form exactly as it appears in the subconscious memories of a dreamer.

Dream spawn are divided into two categories: *lesser dream spawn* and *greater dream spawn*. There are a number of types in each category, but only the most prevalent are described here. These are the *gray morphs* and *shadow morphs* in the lesser category, and the *emui* in the greater category. A specific entry on each of these types follows this general information.

Dream Language: All dream spawn speak the same language. The words are spoken in quiet, soothing tones that make listeners from the waking world very sleepy. Some *wanderers* (physical travelers in the Nightmare Lands, as opposed to *dreamers*, who visit in their dreams while asleep) have described the language as reminiscent of the lullabies they heard as children—not the words themselves, which few besides dream spawn understand, but the feelings of peace and comfort that they impart through tone and the quality of sound. A dream spawn can also speak the language of the dreamer or wanderer whose subconscious memories it taps.

Only wanderers are affected by the language of dream spawn. Dreamers, as they are already asleep, are immune to the effects of the tranquil tones.

Lesser dream spawn language renders a wanderer exposed to it sluggish and weary. This is reflected by a -2 penalty to all attack rolls and ability checks unless a successful saving throw vs. paralyzation is made. Failure means the sluggishness lasts for 1d4+1 rounds or for as long as at least one lesser dream spawn continues to speak (taking no other action).

Greater dream spawn language has a more pronounced affect on wanderers. A wanderer who hears it must make a save vs. spell or suffer effects similar to a *sleep* spell with the following modifications: elves and creatures of up to 6+3 HD are affected by these sleep-inducing tones.

Special Powers: Because part of a dream spawn exists beyond the physical world, these creatures can be hurt only by enchanted weapons. The amount of enchantment required to damage a specific type of dream spawn is detailed in the individual entries.

Attacks: In their natural forms, dream spawn attack with clawlike hands. The amount of damage these attacks cause and the number of attacks a dream spawn can make in a single round are defined in the individual entries which follow.

Forms: All dream spawn have the ability to assume forms pulled from the deepest memories of dreamers, or in rare instances from the subconscious minds of wanderers. Where dreamers are concerned, dream spawn can draw on their memories at will. To access the memories of wanderers, dream spawn must first make physical contact and successfully employ their *absorption* power.

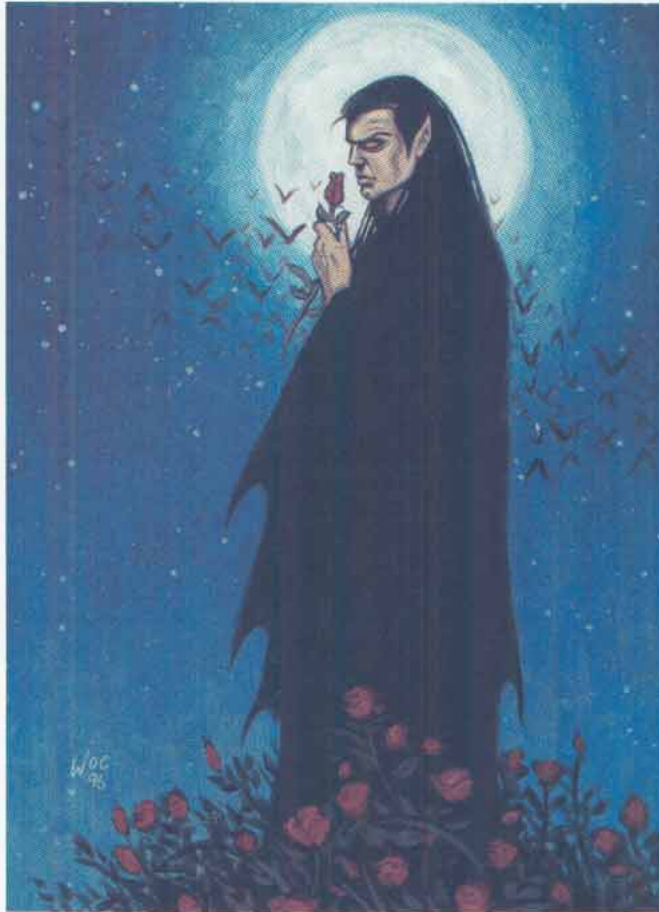
Absorption: Through the absorption of a portion of a wanderer's Intelligence, a dream spawn gains the ability to assume forms from the wanderer's mind. Lesser dream spawn can make one successful absorption attack per day, greater dream spawn can make two.

To use the absorption power, a dream spawn must make a successful attack roll to touch a wanderer with the suction-cup growths on its palms. This attack inflicts no

physical damage. Instead, the victim loses 1d4+1 points of Intelligence (and all of the bonuses associated with his original score). This loss is temporary; a character regains Intelligence at a rate of 1 point per day. If absorption causes a character's Intelligence score to drop to 0, that character becomes noncorporeal (essentially, the physical body becomes a dream body) until the lost Intelligence points are recovered.

When a dream spawn assumes a different form (which takes one round), it gains all of the strengths and weaknesses of that form. These strengths and weaknesses may not always be realistic, but they will always match the memories from which the form was drawn. For example, in human form a dream spawn can be injured by normal weapons.

Note: More (optional) details of dreamscapes, the Terrain Between, and the Nightmare Court can be found in the RAVENLOFT product, *The Nightmare Lands* (#1124).



Dream Spawn, Greater-Ennui

CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (14)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9, Fl 24 (C)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	4 or 2
DAMAGE/ATTACK:	1d6 x4 or by weapon
SPECIAL ATTACKS:	Swoop, invisibility
SPECIAL DEFENSES:	+3 or better weapon to hit
MAGIC RESISTANCE:	15%
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	6,000

Ennui are greater dream spawn who serve the members of the Nightmare Court, actively controlling events occurring in dreamscapes while their masters are otherwise occupied. They can move freely across the Veil of Sleep, stepping between the waking world and the dreamscapes without trouble. Ennui are naturally wild and savage. Fear generated in dreamers by nightmares not only sustains ennui, it gives them control over their innate savagery.

An ennui appears as a large creature that can shift its form at will. In its natural form, it stands as tall as a man, has four arms, and batlike wings. Its skin is gray and featureless, able to change with fluidic ease.

Ennui speak the language common to all dream spawn, as detailed in the general entry. An ennui can also speak the primary language of the dreamer or wanderer from which it draws memories.

Combat: An ennui fights with its four clawlike hands. It can strike with all four claws in a single round, but can attack only a single foe. Each claw inflicts 1d6 points of damage.

This type of greater dream spawn can also make a special swoop attack. It dives at an opponent from a great height, its wings spread wide. At the end of the swoop, the ennui attacks a single target with all four clawed hands and with its two clawed feet. All ennui claws inflict 1d6 points of damage, but the swoop provides a damage bonus of +2 to each successful attack. After all six attacks are made, the swooping ennui must land and spend the next two rounds resting its wings. It can continue to use other attack forms, but must wait at least two rounds before making another swoop attack.

If armed with a *dream slayer sword* (40% chance), an ennui can make two attacks per round. These attacks can be directed at one or two opponents. A *dream slayer sword* inflicts 1d10+4 damage upon dreamers or 1d10+1 damage upon wanderers.

An ennui in its natural form can become *invisible* at will. If it makes an attack it immediately becomes visible again. An ennui often becomes invisible after making a swoop attack to confuse its opponents.



Habitat/Society: Ennui hate other ennui and lord over all lesser dream spawn. They have no communities, but seek to serve the Nightmare Court. A *vassal* ennui is a dream spawn who has attached itself to the Court. Vassal ennui perform special missions for specific Court members and also serve as overseers of the dreamscapes. When a dreamer is emplaced as a seed in a dreamscape, an ennui is assigned to guard him and keep the nightmare flowing. Like wardens in prisons, ennui enforce the laws of their masters and administer to particular dreamscapes. They take this job very seriously and are prepared to die to fulfill it.

Rogue ennui are greater dream spawn who have not yet attached themselves to the Nightmare Court or who have been dismissed from their duties. These creatures are wild and extremely dangerous as they are denied access to the fear-inducing nightmares they crave.

Ecology: Ennui draw sustenance from the dream seeds they oversee. They can consume lesser dream spawn, but the sweet fear generated by the nightmares of dream seeds keep their wild sides in check.

Dream Spawn, Lesser-Morph

	Gray Morph	Shadow Morph
CLIMATE/TERRAIN:	— The Nightmare Lands —	—
FREQUENCY:	Common	Rare
ORGANIZATION:	Group	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Special	Special
INTELLIGENCE:	Low (7)	Very (11)
TREASURE:	Nil	Nil
ALIGNMENT:	Lawful neutral	Lawful evil

NO. APPEARING:	4-24	1-4
ARMOR CLASS:	7	4
MOVEMENT:	6	12
HIT DICE:	3	5
THACO:	17	15
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1d4	1d8/1d8
SPECIAL ATTACKS:	Absorption	Horror
SPECIAL DEFENSES:	+1 weapon to hit	+2 weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (4' tall)	M (5' tall)
MORALE:	Unsteady (7)	Elite (13)
XP VALUE:	420	975

Lesser dream spawn come in many varieties, but morphs are the type most often employed by the Nightmare Court. Two of the more prevalent types are gray morphs and shadow morphs.

Gray Morph

Gray morphs populate the dreamscapes and roam the *Terrain Between* (a zone in which waking reality and dreamscapes are mixed and in constant flux). They function as the supporting cast in dreams and nightmares. It is not known if they serve this function in normal dream scenes or just in the dreamscapes of the Nightmare Lands.

A gray morph's natural form is that of a small, blank, featureless humanoid with long, gangly limbs and pale, gray flesh that is as malleable as water. In dreamscapes, gray morphs assume the forms of normal people, common animals, and even common objects to fill out the details of a dream. They can change form at will in a dreamscape due to the energy provided by a *seed* (a dreamer temporarily attached to a particular dreamscape). In the *Terrain Between*, however, they need to draw on the memories of living, sentient beings through physical contact.

Gray morphs speak the language of all dream spawn, as well as the languages of the memory-forms they assume.

Combat: These dream spawn are cowards who hide behind the masks of change. They prefer not to fight, fleeing at the first sign of hostility. If forced into battle, they attack with their clawlike hands for 1d4 points of damage. Against wanderers they will murmur their language (see General section).

Habitat/Society: When not wearing the forms drawn from the minds of dreamers, gray morphs huddle in groups and wait for new memories to come along and give them purpose and roles to play. Otherwise, they have no society to speak of. They resent the greater dream spawn who lord over them.

Ecology: Gray morphs absorb memories and assume memory-forms to sustain themselves. They avoid greater spawn, who feast on them.



Shadow Morph

Shadow morphs play major roles in nightmares, assuming the forms of whatever horrors (of 5 HD or less) haunt the recessed memories of dream seeds (that is, dreamers). Its natural form looks much like a gray morph, though it's slightly larger, its flesh darker, and its featureless lines sharper and more frightening.

Combat: Shadow morphs are vicious, mean-spirited creatures that revel in causing pain and destruction while inducing heart-stopping fear. A shadow morph has a *horror* attack, a terrible screech that causes everyone who hears it and can see the morph's natural form to save vs. spell at -2 or be frozen with fear for 1d6+1 rounds. Those affected by the horror give off energy that sustains and fortifies the shadow morph. For each round that a victim is horror-struck, the fear-inducing morph regenerates 1 lost hit point.

Habitat/Society: Shadow morphs have no established society. Like other lesser dream spawn, they seek the dreams of others to give them form and substance. However, unlike gray morphs, shadow morphs use their ability to assume memory-forms to generate even greater fear in their victims. They assume the forms of monsters or whatever memories most frighten a dreamer.

Ecology: Shadow morphs feed on fear, so they rarely kill their victims. Greater dream spawn sometimes feed on these dark creatures.

Dreamweaver

CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Common
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	3-18
ARMOR CLASS:	6
MOVEMENT:	9, Wb 12
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	T (6" diameter)
MORALE:	Average (10)
XP VALUE:	420

Dreamweavers spin the stuff of dreams and nightmares, giving shape and substance to the scenes inside the dreamscapes. These spiderlike creatures come in two varieties: light-colored *dream spinners* and *dark weavers*, who create the tapestries of nightmare.

Dreamweavers are spiders no bigger than 6 inches in diameter. The type that weaves beautiful silken dreams has a light-colored body, usually the same color as the morning sky. The type that weaves nightmare webs has a sleek body as dark as the deepest night. Both types have matching striped legs.

These spider creatures are not known to communicate with other races in any obvious way, though it appears that they do communicate with each other. The Nightmare Man (of the Nightmare Court) also seems able to communicate with at least the dark weavers, though whether this is a learned skill or some special power has never been confirmed.

Combat: Dreamweavers usually avoid direct contact with other creatures. They are not malicious or violent in any way. They seem to be interested only in weaving dreams and nightmares from the raw material churning in the minds of dreamers.

When forced to defend themselves, the spiders can deliver a relatively weak bite that inflicts 1 point of damage.

The poison that accompanies the bite is not weak, however. It causes victims to immediately fall into a deep, comalike sleep. Dreamers who are bitten are not affected by the poison directly, but their physical bodies fall into a deeper sleep. Once a victim falls asleep, the dreamweavers flee.

A wanderer bitten by a dreamweaver must make a saving throw vs. poison to withstand the poison's effects. Failure causes the victim to fall unconscious for 1d4 hours. An unconscious victim cannot be revived until the poison has run its course. While in this state the victim experiences intense dreams or nightmares, depending on what dreamweaver bit him.

A dreamer bitten by a dreamweaver also makes a save vs. poison. The effects are the same as for wanderers, except that the dreamer's physical body suffers and not his dream-self. This increases the length of the dreamer's sleeping period and keeps him trapped in the dream for that much longer.

If dreamweavers are ever exposed to sunlight or bright illumination of similar intensity, they fade away like the morning dew—or a fleeting dream.

Habitat/Society: Dreamweavers live in swarms consisting of one variety of the dream creatures. Many swarms of both types may occupy a single dreamscape, spinning the fabric of the dreams and nightmares playing out inside the sphere. From one side, the weave looks like any location from the real world. From the other, it appears as it truly is—a woven dream of stars and light or a nightmare web of skulls and dark horrors.

Dreamers and wanderers will seldom see dreamweavers. These stay behind the scenes, weaving the patterns of dreamscapes just out of view.

Ecology: Like other creatures of the dream plane, dreamweavers draw their sustenance from dreamers.



Dryad, Hamadryad

CLIMATE/TERRAIN:	Temperate, subtropical forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Water and sunlight
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 (pummel)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75%
SIZE:	M (5'-5½' tall)
MORALE:	Steady (11-12)
XP VALUE:	650

These woodland spirits appear to be beautiful elven or human females, except that they have deep, sparkling, green eyes and long green hair. They are peaceful, quick-witted, and polite, but shy. They rarely speak to humans and their ilk. Like their cousins the dryads, each hamadryad is linked to an individual oak tree, however, a hamadryad can leave the vicinity of her tree.

Hamadryads speak the languages of dryads, elves, pixies, sprites, and sometimes (33%) the common tongue, which they learn from charmed victims. A hamadryad also is 90% likely to speak the languages of centaurs, fauns, treants, and the druids.

Combat: Hamadryads often carry knives, daggers, or similar weapons, but they shun physical combat and prefer to use their magical abilities instead. Hamadryads can cast *hold plant* once a day and *charm person* three times a day (at a -3 saving throw penalty) as casters of 11th-level ability. Hamadryads can use, at will, *speaking with plants*, *animal friendship*, *entangle*, *pass without trace*, *dimension door* (from tree to tree only, maximum range 660 yards), and *quench fire* (as the reverse of the 7th-level priest spell *fire storm*), also at 11th-level ability.

Hamadryads always successfully *detect snares and pits* and cannot be *entangled*. A hamadryad can automatically discern the nature of magically-created trees or vegetation such as those generated by *massmorph*, *tree*, or *hallucinatory forest* spells. They recognize treants and treant-controlled trees on sight. They can enter any living tree using the 6th-level priest spell *transport via plants*, and remain there as long as they wish. If a hamadryad enters a tree containing a spellcaster who is using a *plant door*, *pass plant*, or *transport via plants* spell, there always is room in the tree for the hamadryad and she can attempt to *charm* the spell caster. The saving throw against this charm has a -6 penalty. These special charms can be used at will and in addition to the hamadryad's three *charm person* spells each day. The special charm even works on druids of 7th level or higher.

Hamadryads are immune to the effects of the *call woodland beings* spell, but are aware of the spell if they are in its area of



effect. Usually (90%) they travel to the caster's location to observe. If the caster's goals are not contrary to the hamadryad's, she serves of her own free will. Hamadryads who are expecting trouble usually gather a cadre of charmed people and friendly animals. While these allies fight, the hamadryad *dimension doors* from tree to tree, using *entangle* and *charm* to disorganize and demoralize foes.

Habitat/Society:

Hamadryads are found only in ancient, vast forests far from civilization. They dislike non-forest environments and almost never willingly leave the woodlands.

Hamadryads seldom argue with other woodland creatures. They are fond of dryads and treants and always are on good terms with them. Frequently they use their *quench fire* ability to aid these creatures. They give all treasure they find to their dryad friends for safekeeping. They are uncomfortable leaving treasure in their unguarded trees as they

do not wish to encourage greedy beings to chop down large trees in search of wealth. On the other hand, hamadryads know most treasures are eventually found no matter how well hidden and that an item in a dryad's possession cannot be used to hurt the forest.

Like dryads, hamadryads are attracted to comely males. However, they are not possessive of males who succumb to their *charm* abilities. They take charmed victims deep into the forest where the victim is compelled to perform some service, usually protecting the trees from woodcutters and the like. When the service is complete, the hamadryad releases the victim near a dryad's tree, where the victim might be charmed again. If not, the victim is free to leave the forest.

Ecology: Hamadryads do not eat. They get all the nourishment they need from sunlight, through the chlorophyll in their hair and from the water they drink. They prefer fresh water from springs or wells, but can survive on water that has been fouled by human or animal wastes. A hamadryad imprisoned indoors will die of starvation in 10-20 days unless given access to sunlight for at least one hour a day. A hamadryad shorn of her hair starves unless she is allowed to regrow her hair.

A hamadryad's tree is always huge and old, but does not radiate magic or show other signs of its true nature, though careful questioning with a *speaking with plants* spell probably will reveal the tree for what it is.

Dwarf, Arctic-Innugaalikurit

CLIMATE/TERRAIN:	Arctic (Great Glacier)
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies 13–18)
TREASURE:	M (Q×5)
ALIGNMENT:	Varies, usually lawful neutral

NO. APPEARING:	10–100
ARMOR CLASS:	8 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (2'–3' tall)
MORALE:	Elite (13)
XP VALUE:	Varies

Squat, hardy, and eccentric, the Innugaalikurit are the only dwarven race native to the Great Glacier region of Toril. With blocky bodies, pinched faces, and stubby legs, the arctic dwarves resemble normal dwarves who have been squashed.

They seldom exceed 3 feet in height, and are nearly as broad as they are tall. Their eyes are bright blue, their cheeks as ruddy as apples. Normally, their skin is white, almost bluish, but because of their fondness for basking under the bright sun many of them are sunburned red from head to toe, a condition that causes them no discomfort or other ill effects.

Their fingers and toes are thick and blunt, their feet flat and wide, enabling them to walk on the snow without sinking. Curly white hair covers their heads and tumbles down their backs nearly to their waists. Males sport short beards and twisting moustaches. Both sexes favor simple tunics of polar bear fur. Innugaalikurit are always barefoot.

Arctic dwarves speak their own language. They also speak the languages of white dragons, yeti, frost giants, and selkies. Their high, gentle voices are particularly suited for singing. On Toril, they speak a dialect similar to that of the Ulutians (a human tribe from the same area).

Combat: Though peaceful at heart, arctic dwarves relish recreational combat; a group can pleasantly pass an afternoon by pounding each another into unconsciousness. They are also excellent hunters and fishers. However, they studiously avoid war and won't engage in combat except to defend themselves or their families. An arctic dwarf isn't likely to risk his life to defend a principle or acquire treasure, considering such actions to be the height of stupidity.

The arctic dwarves are extremely strong; a pair of them can carry a full-grown polar bear, and a single Innugaalikurit can effortlessly lift an adult human off his feet. Their preferred weapon is a bulky bow called an *eyklak* that fires thick arrows with sharp barbs, capable of inflicting 1d8 points of damage. These dwarves gain a +2 bonus to hit when using an *eyklak*, but because of the weapon's awkward shape, members of other races suffer a –2 penalty when using it. On occasion, the Innugaalikurit employ battle axes and spears.

Arctic dwarves don't wear armor, but the thick layers of fur worn by their hunters and scouts give a protection of AC 8.

In addition to all of the special abilities of dwarves listed in the *Player's Handbook*, the arctic dwarves suffer no ill



effects from cold temperatures. They are immune to all cold-based attacks, such as a *cone of cold* spell or white dragon's breath.

Habitat/Society: Though a few Innugaalikurit settlements are found in the ice-covered mountains in the northern reaches of the Great Glacier, most live in small villages in the highest peaks of Novularond. A typical clan consists of about 100 members. Of the able-bodied adults, about 80% are 1st-level fighters, 10% are 2nd- to 4th-level fighters, 5% are 5th-level or higher fighters, and the rest are rangers (to 8th level) and thieves (to 8th level). The eldest male serves as clan leader, though opinions of all adults are freely solicited. The homes of the dwarves are caves or simple structures of snow blocks.

The life of the arctic dwarves focuses on hunting, gathering, and raising children. Singing, storytelling, and contact sports (such as boxing and wrestling) occupy their leisure time.

Innugaalikurit are fascinated by weapons of all types. When coming across an unusual weapon—which for them can be anything from a scimitar to a trident to a blowgun—they may spend hours turning it over in their hands, admiring its craftsmanship and discussing its merits. A few of these dwarves maintain sizeable collections of odd weapons.

Ecology: Curious and outgoing, the Innugaalikurit are quite sociable and maintain friendly, if distant, relationships with other races. They despise frost giants, with whom they have long-standing territorial conflicts. Favorite foods include fish, caribou, and polar bear.

Dwarf, Urdunnir

CLIMATE/TERRAIN:	Underground
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	M, Q (H, R×10)
ALIGNMENT:	Neutral

NO. APPEARING:	10-100
ARMOR CLASS:	0
MOVEMENT:	6, Br 6 (<i>stone walk</i>)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	M (4½' and taller)
MORALE:	Elite (13-14)
XP VALUE:	975
	Leader: 2,000

A long-forgotten offshoot of the dwarves, *urdunnir* means "Orecutter" in the urdunnir language, which is closely related to dwarvish (a speaker of one language can understand about 75% of the other). Dwarven legends state that urdunnir are specially blessed by the dwarven deity Dumathoin.

Urdunnir look much like mountain dwarves. Their skin tends to be light gray, while their long beards range from light gray to dark gray. Their eyes are silver. Urdunnir take very good care of their facial hair, but otherwise pay little attention to grooming (females do not have facial hair).

Urdunnir usually wear a tight-fitting, one-piece garment composed of stone and/or metal. The urdunnir use their innate abilities to make these garments flexible. Only the leaders of the urdunnir wear garments made completely of metal.

Combat: Urdunnir rarely attack other creatures, though they will defend their homes, families, and treasure hoards to the best of their abilities. Each urdunnir has the ability *stone walk*, to pass into and through stone and earth as if it were air. This ability adapts well to ambush tactics, and opponents have a -3 penalty to their surprise rolls.

Urdunnir are able to move objects through stone with them. Up to twice the urdunnir's body weight can be transported in this manner. For the urdunnir to use this ability offensively, the urdunnir must make a successful attack roll to grab the subject, who is then allowed a saving throw vs. petrification to break free. If the saving throw fails, the urdunnir can transport all or part of the victim's body into the earth or stone, and then release him. The victim's body then binds with the earth, resulting in death. Only a *wish* will reverse such a death. A *phase door* spell cast on a *stone walking* urdunnir will instantly kill the dwarf.

Urdunnir have an innate *stone shape* ability. Once per round, they can affect up to eight cubic feet of stone as per the spell. Casting time is 1, and no spell components are required. Urdunnir lairs often have several ingenious traps designed to take advantage of this power.

An urdunnir who concentrates for a full round can *shape metal* in the next round. Up to five cubic feet of metal can be affected per use. If an urdunnir uses this power on metal carried or worn by another individual, an attack roll is required. An urdunnir prepared for an attack by a metal weapon can shape it as it hits, taking only half damage and rendering the weapon useless.



Magical weapons and armor are allowed a saving throw vs. spell against this power at their user's level, and adjusted by the item's bonus. If all else fails, urdunnir attack with their fists, inflicting 1d4 points of damage per hit. They never use weapons.

An urdunnir leader, an *alird* ("gold lord") will be encountered with 20 or more normal urdunnir. Alirds wear silver or gold garments and have 3 Hit Dice and Armor Class -2. They do not need to concentrate for a full round to *shape metal*, but can do so immediately.

Urdunnir are resistant to poisons, gaining a +4 to saving throws against such attacks.

Habitat/Society: Urdunnir use their abilities to collect ore and gems from the earth, and to shape those riches. Their lairs are decorated with many statues and fantastic works of gold and other precious metals.

Like dwarves, urdunnir have a clan-based society, with each clan specializing in finding and shaping a certain substance. Known clans include Marble, Gold, and Ruby.

Ecology: Urdunnir do not live on normal foods, eating gems instead. Dumathoin provides each settlement of urdunnir with a self-replenishing supply of precious stones solely for eating. The urdunnir guard these sources to the death.

Urdunnir are great enemies of the xorn, which often attack them. They will kill xorn on sight.

When the dwarven race was young, the god Dumathoin grew angry that they burrowed into his mountains, taking the riches he had hidden in the earth. Though he soon began to take pleasure in the creations they made, for a time he was very upset. During this time, he created the urdunnir race from certain mountain dwarves, and hid them far away from the other dwarves. The urdunnir, with their ability to pass through stone, could hunt for ores and gems without destroying the mountains. Dwarven legends still tell of this lost race, which they call sonsamman, or "stonefriend."

Eel, Giant Moray

CLIMATE/TERRAIN:	Aquatic
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore/scavenger
INTELLIGENCE:	Animal (1)
TREASURE:	Incidental
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 (7-12 in lair)
ARMOR CLASS:	4
MOVEMENT:	Sw 6
HIT DICE:	5+
THAC0:	15
NO. OF ATTACKS:	1 (2)
DAMAGE/ATTACK:	2d4 or 1d4+2/1d4
SPECIAL ATTACKS:	Jaw lock, disease, tail lash
SPECIAL DEFENSES:	Immune to fear and disease, +4 saving throw bonus vs. enfeeblement effects
MAGIC RESISTANCE:	Nil
SIZE:	L to H (8' to 20' long)
MORALE:	Steady (12) or Fearless (20)
XP VALUE:	HD 5 to 5+3: 420 HD 5+4 to 5+12: 650

These aquatic predators are evil, cruel creatures—slow, but feared for their diseased bite and their fearlessness once they have seized prey. Giant morays have brown, mottled, thick, leathery skin, with lighter brown or yellow-brown spots on their dorsal surface. They have pronounced incisor teeth, and their unblinking eyes seem to reveal their baneful nature. Both freshwater and saltwater versions exist, identical save for their chosen environment. Giant morays are very long-lived, with some specimens believed to have survived for hundreds of years. Older individuals are larger than most; length is 6+1d6+1d8 feet, and for every foot in length above 8 feet the moray gains an additional hit point (so a 20-foot-long specimen has HD 5+12).

Combat: Giant morays usually conceal themselves in fissures in reefs, beneath stones, in the sand of the sea bed, or in weeds, kelp, etc. They lunge forth to attack prey with their bite, and they will attack virtually anything, irrespective of its size or strength. A successful attack made with a score of +4 or better above the minimum number needed to hit, or a natural 20, means that the moray has gripped its prey firmly and locked its jaws into the wound, causing automatic damage thereafter (1d4+2). Normally, morays have steady morale (ML 12), but once a moray has locked its jaws in this way it is fearless (ML 20). Furthermore, even if the moray is killed the jaws remain locked in the wound and have to be cut away, or else the victim continues to bleed (though automatic damage is now reduced to 1d2 points per round). Cutting away the head of the moray in this manner requires one round of work with a dagger or knife, and the cutter must make a Dexterity check. Failure means that the knife or dagger slips and the unfortunate bitten victim suffers a further 1d4 points of damage from this accidental wounding.

A lock-jawed moray bite causes a *rotting disease* (no saving throw). After 12+1d12 hours, the bitten body part becomes swollen and very sore (-2 to Dexterity due to swelling); it rots away within 1d4+4 days. A *cure disease* or *heal* spell can prevent or reverse the Dexterity loss and stop the rot.

As a rule, giant morays use their tail lash attack only if they have locked jaws on a victim, when they employ it against secondary targets on their flanks. A giant moray out of the water can employ its tail lash in addition to its bite attack, though not against the same target. Giant morays are very tough creatures, and if removed from water they can survive for 10+1d10 rounds before expiring from an inability to breathe.



Giant moray eels are immune to all forms of *fear* and *disease* and gain a +4 bonus to all magical attacks that have a primary effect of reducing strength (*ray of enfeeblement*, *weakness*, etc.).

Habitat/Society: Giant moray eels are solitary creatures, though rarely several will share a stretch of reef, rocky outcrop, etc. They have almost no form of social organization, though each individual knows the extent of its territory and does not usually intrude on those of other morays. Morays do not cooperate in any form (in combat, etc.). Even mating between them can be hazardous, with males and females as likely to attack and eat each other as cooperate in the production of young. Young morays are born with 2 HD and are 3 1/2 feet in length; they gain 1 HD and 1 1/2 feet in length for every month of growth up to 5 HD. Thereafter the rate of growth slows, with the moray gaining an additional hit point and extra foot of length every decade. Few survive to adulthood, as immature morays have many enemies (including adult morays, who will consume younger ones, given the chance). But since the adult giant moray has few natural predators, their numbers tend to be relatively stable.

Ecology: Giant morays are thoroughly unpleasant creatures and are feared by almost all intelligent aquatic creatures for their ferocity, fearlessness, and lack of discrimination (they will attack anything, even a kraken, if it gets close enough). However, they rarely move from their own small territory, preferring to wait for prey to come to them, which minimizes their dangerousness somewhat. In addition to being indiscriminate carnivores, they are also unfussy consumers of carrion of all kinds. Giant morays will gleefully gulp down all manner of detritus, no matter how rotten or diseased, and this habit explains their own ability to inflict disease with their bites. As scavengers they have a useful role in aquatic ecology, since they consume refuse and carrion which few other creatures would consider edible. The giant moray has few natural predators; only creatures of the size and strength of sharks, kraken, and the like prey on them.

Treasure found in a moray lair will be incidental: anything dropped by victims of the eel.

Elemental Fire-Kin—Tome Guardian

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Fire, electricity, and heat
INTELLIGENCE:	Average (8–10)
TREASURE:	One guarded object
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12 (or as guarded object moves)
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Fireburst
SPECIAL DEFENSES:	Spell immunities, healed by fire
MAGIC RESISTANCE:	Nil
SIZE:	T (1'–2' tall)
MORALE:	Fearless (20) when bound Elite (13–14) when free
XP VALUE:	3,000

The tome guardian (sometimes mistakenly heard and passed on as “tomb guardian”) is a creature of the Elemental Plane of Fire. Its nature and activities there are unknown, but it can be summoned to the Prime Material plane by magical means to serve as a guardian.

The tome guardian is typically bound to a magical tome (thus its name), but can also be found guarding another object instead. An object with a tome guardian can be protected by *symbol* or *glyph* as well. There are rare reports of two or more tome guardians being bound to the same item, but such reports have not been confirmed by reliable sources.

Tome guardians have never been known to attempt communication with fleshy beings, but can apparently hear and understand Common (and perhaps other languages).

Combat: An object protected by a tome guardian typically shows no sign of being inhabited, except that it radiates a faint dweomer and a small amount of heat. The tome guardian shows its presence only when its object is touched, or when the object or the guardian itself is attacked. A tome guardian always uses this attack against a bookworm or any other creature attempting to consume or strike the object it is guarding. It never attacks a master for whom it guards an item.

The tome guardian’s preferred method of attack, which it can use only three times per day, is a *fireburst*, a pencil-thin, white-hot flame; though the tome guardian can use the attack only three times per day, it cannot miss its target. Only one *fireburst* per round can be released by a single tome guardian, and it can affect only one target per release. The *fireburst* can operate through clothing or armor, or even through weapons; thus, it can be used without fail against any creature that touches or physically attacks the tome guardian or its protected object. The *fireburst* can also be passed through a mental attack or attempt at mental communication of any kind, whether from spell, item, or natural ability, to the individual that launched the mental attack or communication.

The *fireburst* deals 6d4 points of internal damage (no saving throw) to all creatures not immune to the effects of heat or fire. Human, demihuman, and humanoid beings who sur-

vive a *fireburst* attack are rendered unconscious for 1d4+1 turns unless they make a successful saving throw vs. poison, with a –3 to the roll, due to the shock of their blood boiling momentarily in the area affected by the *fireburst*.

The *fireburst* does not generate any incidental heat or flame that might damage surrounding creatures or objects (such as the item being guarded). If two or more creatures laid hands on a guarded object simultaneously, and the guardian generated a *fireburst* in one of them, the other(s) would not be affected or even feel it.

If the tome guardian or its object is attacked or touched, and the tome guardian is unable to launch a *fireburst*, it can attack normally by swiping a fiery tendril at an opponent. The attack causes only 1d4 points of damage, but will set fire to flammable materials that fail a saving throw vs. magical fire. The tome guardian saves this attack for a last resort, because of its comparative weakness.

A tome guardian can absorb fiery or electrical energy impinging upon it (when it guards an object, it envelops it, and thus absorbs all fire directed at the object), whether of natural or magical (e.g., *fireball* or *lightning bolt*) origin. It gains a number of hit points equal to the number of points of damage the fire(s) or shock(s) would deal to an unprotected creature; this replenishes any damage it has suffered and then increases the creature’s own hit points temporarily (for the following 24 hours). During this time, the tome guardian can add any or all of this additional energy directly to the damage dealt by any *fireburst* attack(s) it makes. Heat energy, such as that caused by the *heat metal* spell, the guardian merely absorbs.

A tome guardian is immune to the attacks of, but cannot itself harm, a fire elemental, salamander, will-o-wisp, and xagya. The tome guardian can also absorb and redirect any appropriate energies from these creatures’ attacks. On rare occasions, tome guardians have been known to cooperate with such creatures for mutual survival and protection.

Cold inflicts double damage on the tome guardian; water-based attacks, it should be noted, do not. All physical attacks upon the object guarded do not harm the object until the guardian is destroyed, because it gathers its form into a rigid shell to ward off blows; however, because of this, all such attacks inflict the maximum possible damage upon the guardian. When a guardian is in free form, physical attacks inflict normal damage.

Tome guardians can be affected by most spells normally, but are aided by fire, electrical, and heat attacks, and unaffected by enchantment/charm magic such as *maze*, *sleep*, and *suggestion* (although *geas* is an exception). *Door* spells (such as *phase door* or *dimension door*) do not affect guardians, and are viewed as attacks. Tome guardians cannot be psionically dominated, and anyone attempting *ESP* or similar mind-meeting magic, by spell, item, or natural ability, finds that attempts to attack, control, or change a guardian cause it to attack (and, as mentioned, that it can somehow employ its *fireburst* attack through such a mental link).

A tome guardian can be “driven out” of the object it is guarding by the casting of a *dispel magic* (the guardian receives a saving throw vs. spell; if the saving throw is successful, the creature is unaffected). Even the individual who bound the guardian to the object can dismiss it only in this way. The guardian will be seen leaving the object, even in darkness.

Habitat/Society: Little is known of the tome guardian’s life on the Elemental Plane of Fire, but interactions observed on the Prime Material Plane indicate that they are on reasonably good terms with most other creatures of flame. Only fire elementals that meet the parameters discussed here are summoned as tome guardians, so it is unknown if they have a weaker form

Elemental Fire-Kin—Tome Guardian

(such as the lesser elemental summoned by a *Daltim's fiery protector* spell) or develop into something else later.

A mage summons the tome guardian by casting an *ensnarement* (sending or demand can work if the guardian's name is known; they do have personal names), and compels it to service by the use of a *binding* spell. The object to be guarded must be visible to the mage, who indicates it (by pointing and speaking) to the guardian. Tome guardians do not mind protecting an object, for unknown reasons of their own, and unless otherwise attacked are not hostile.

The guardian envelops, and appears to merge with, the object it has been bound to, becoming invisible. The object radiates a faint *dweomer*, and *infravision* detects the presence of the guardian—but the creature cannot be telepathically contacted or in any way coerced, tricked, or forced to leave its object except as described previously (through the use of a *dispel magic*). A guardian can guard only one physical object—and if the object is composed of readily separable parts, only one part (for example, a sword or its scabbard, not both). The guarded object must be small (of less than four cubic feet volume), and nonliving. Usually magical tomes of lore are so guarded, hence the guardian's name.

An individual can summon only one tome guardian per 24 hours. Normally, only one guardian can be bound to any object, though unsubstantiated reports suggest the presence of two or more within a single item is possible. If so, the method for binding more than one tome guardian to a single object is a generally unknown process, available only through the most obscure of arcane lore.

Guardians that are summoned to the Prime Material Plane but not successfully bound to an object, or who have been driven forth from the object they were guarding, assume what is known as their "free form," and remain on the Prime Material Plane for 2d20 turns before "dwindling away," returning to their own plane by natural means. They are not under any being's control during this time, and attack any creature who attacks (or attempts to control) them. Otherwise, they are attracted to large fires, of natural origin (such as volcanoes and forest fire) or manmade (like bonfires, forges, or even isolated campfires).

A tome guardian can be bound to a magical item, serving as a protector, or perhaps even being trained to release a *fireburst* if its guarded item is used in an attack (for example, if a tome guardian is bound to a sword, then that sword could be used to deliver three *firebursts* per day, in addition to any other powers it has). If attached to a magical item that produces flame or electricity (such as a *ring of shocking grasp*), the tome

guardian absorbs such energies and prevents their function. However, at the DM's discretion, such energies might be used to enhance the tome guardian's *fireburst* ability.

Symbols and *glyphs* cast upon a guarded object do not affect the guardian, and function normally against others. Note that fiery or electrical protective spells such as *explosive runes* and *fire trap* can be cast upon a tome guarded by a guardian, but the creature absorbs the spell energy as it is being cast, so that the spell's protection does not exist (and the guardian gains, for a day, hit points equal to the maximum damage these spells would have dealt).

Tome guardians can coexist peacefully with guardian *yugoloths*, guardian familiars, *homunculi*, and the like, as well as with other creatures of elemental fire. If a guardian is brought into the presence of a *xeg-yi*, they attack each other at once. Otherwise, the tome guardian is peaceful and solitary, at least on the Prime Material Plane.

Ecology: Tome guardians might collect treasures on their home plane, but on the Prime Material Plane, a tome guardian is never found with more treasure than the item it guards and whatever might be lying nearby. They collect nothing, and they do not pursue prey of any kind. Sages who know about these creatures generally agree that they must feed on warmth, fire, and perhaps even light, and that they may even take nourishment from the heat of bodies they cause to burn.

If killed, a tome guardian's essence dissipates in a wave of heat and a dusting of ash. The ash has proven a viable ingredient for *oil of fiery burning* and *smoke powder* and would presumably serve well in other fire-related potions or magical items. The heat released by the death of a tome guardian has been suggested as a means to temper a *ring of fire resistance*. The creature's *fireburst* might also be useful in igniting the flame powers of certain items, like a *flame tongue* sword; however, touching an item to the tome guardian in hopes of this is a dangerous proposition, because the *fireburst* attack still affects the wielder of the item.

It is also possible, as hinted at before, to bind a tome guardian to an item specifically to make that item magical. In fact, a small number of *fireburst daggers*, daggers with bound tome guardians, are known to exist. For the first three attacks each day with such an item, roll an attack roll against AC 10, adjusted only by Dexterity and any magical bonuses. If the attack is successful, the tome guardian propels a *fireburst* into the victim. The *fireburst* is not used if the item does not hit. Once the item has hit three times, it cannot use *fireburst* again until the next day, but it can still be used as a normal item of its type.



Elf, Rockseer

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any (night)
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (14-20)
TREASURE:	M + 1 jewelry (U, W)
ALIGNMENT:	Neutral

NO. APPEARING:	5-20 (100 in lair)
ARMOR CLASS:	4 (10)
MOVEMENT:	12
HIT DICE:	1+1 and up
THACO:	19 or better
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	+1 with long sword
SPECIAL DEFENSES:	<i>Meld into stone</i> , immune to petrification, 90% resistance to <i>sleep</i> , <i>charm</i> , <i>hold</i> , and <i>web</i> , communal powers
MAGIC RESISTANCE:	50% vs. Earth magic
SIZE:	M (7')
MORALE:	Champion (15-16)
XP VALUE:	Variable (420+)

Rockseer elves are the rarest of all elvenkind. They are far taller than most of their kin, with a few reaching almost eight feet in height. An average weight for a Rockseer is between 120 and 140 pounds, with little gender difference. Rockseers are very pale-skinned, and they have no body hair. Head hair is extraordinarily fine, always worn long, with the appearance and texture of exquisitely fine silk. The hair is silver, and eye color is invariant: a pale, almost ice-blue. They are androgynous in appearance, making it difficult for outsiders to tell males and females apart.

Rockseers have been separated from the rest of elvenkind since mythic times. Their own history tells that they were cowards at the great battle of Corellon Larethian and Lolth, fleeing the combat and taking refuge far below ground. They have no knowledge of surface elves. They know of the drow and hate them, avoiding them whenever possible. They are extremely seclusive and shun the company of all other races, including the *svirfneblin*. The only exception to this are *pech*, with whom Rockseers sometimes form friendships.

Rockseers dress very plainly in cloaks and garments which blend in with their surroundings, brown and gray being the favored colors. These garments are woven from tough fungal fibers, but such is their craftsmanship that they appear almost to be normal clothing. Treatment with plant extracts renders them waterproof and relatively fire resistant. In contrast with this plain garb, they wear rich jewelry, usually of gold and silver and always set with gems.

Combat: Rockseers eschew fighting whenever possible. They are too few in number to risk pointless deaths. Their underground special skills are so great that they can generally escape combats when they wish to; they are rarely even seen by potential aggressors. If forced to fight, Rockseers are unflinching. They always fight to the death to defend others of their own kind. They rarely possess bows (suitable bowstrings are difficult to come by in the Underdark) and prize such items, but they employ swords, spears, and stone quarterstaves which are hard as any steel.

The special attacks and defenses of these elves are formida-



ble. They gain a +1 bonus to attack rolls with long swords (but not with bows). They are 90% resistant to *sleep*, *charm*, *hold*, and *web* spells and wholly immune to petrification. They have 50% magic resistance against all Elemental Earth spells but suffer a -1 penalty on saving throws against Elemental Air spells.

Rockseers are armed with long swords (50%), long sword and dagger (25%), or long sword and short sword (25%). Weapon possession is also variable depending on class type. Missile weapons, save for the rarely employed staff-sling or bow, are not favored by Rockseers. If they have enough distance to use missile attacks, they have enough distance to use spells or simply to *meld into stone* and escape.

Every Rockseer has the ability to *meld into stone* from childhood. This talent is usable thrice per day until the Rockseer reaches maturity (at the age of 60 to 70 years), after which time it is usable at will. Rockseers who are of 3rd or higher level can *stone walk* (walking through stone as if through air) for a total distance of 100 yards once per day; this distance increases by 100 yards for each additional level gained. A Rockseer of 9th level can take one additional human-sized creature with him or her on such a stone walk; this number increases at the rate of one passenger per level beyond 9th (thus at 10th level the Rockseer could take two companions). Rockseers intuitively sense distances between passages and caverns separated by walls, so that they always know whether a *stone walk* can take them to a safe place or whether they might be trapped in solid stone at the end of the walk. Rockseers of 5th and higher levels can *stone shape* once per day, and those of 9th or higher level can employ *stone tell* once per day.

Rockseers also have communal powers. A group of three or more Rockseers with a total of 10 or more experience levels can create a *wall of stone* at will, and a group of five or more with a total of 20 or more experience levels can conjure a huge earth elemental once per day (that is, any Rockseer who participates in such a conjuration cannot do so again until the next day). This elemental has 20 HD and at least 5 hp per die, and it cannot be turned back against its summoners. Spell effects are considered to be at the aggregate experience level of the Rockseer group for the purposes of dispelling the elemental.

Rockseers can be warriors, wizards, thieves, warrior-thieves, or warrior-wizards. There is no priest class (the elves believe themselves to be shunned by the elven Powers for their cowardice, and tales of the Powers are all but forgotten by these people). As warriors, they can attain 11th experience level maximum. As thieves, they can attain 13th level maximum. As wizards, Rockseers can attain 18th level maximum.

Rockseer wizards (single-classed only) gain special bonus spells as they gain experience levels. At 5th level, they can memorize *Melf's acid arrow* as an additional spell. At 9th level, *Maximilian's stony grasp** is the bonus spell. At 15th level, a Rockseer wizard gains a bonus *acid storm** spell (*these latter two spells are found in the *Tome of Magic* book). Rockseer wizards also add 1% per level to their magic resistance against Elemental Earth spells, and if they cast such spells at others not of their own kind, the target incurs a saving throw penalty of -1 per five levels of the Rockseer (round fractions above one-half upwards). Rockseer wizards can cast all priest Elemental Earth spells as if wizard spells of the same level.

Rockseer wizards of 11th and higher level know the secrets of creating magical "familiar" (more correctly, golem-like constructs) called stone dragonets. These incredibly intricate slender stone statuettes are 12 inches long plus an additional 9 inches to 12 inches of tail; they move as if perfectly articulated, and the finest of them have gems of extraordinary kind as eyes. A stone dragonet has AC -2, HD 2, hp 16, and attacks three times per round for 1d3/1d3/1d4 (claw/claw/bite). It has 25% general magic resistance, 75% resistance to Elemental Earth spells, and complete immunity to petrification (obviously), illusions, gaseous attacks, poison, paralyzation, and spells which affect corporeal bodies generally. A wizard with such a familiar gains a -2 bonus to his or her own Armor Class and cannot be surprised. If the gem-eyes of the statuette are each of value not less than 5,000 gp, the eyes of the dragonet can cast a brilliant *eyebite* glare once per day if the correct spells are cast during the creation of the familiar.

Rockseer elves have 240-foot infravision. They do not, as a rule, possess many magical items. Nonwizards have but a 5% chance per level of owning a magical weapon. Wizards have a 10% chance per level of owning a magical item of appropriate kind, but these are often powerful indeed. The greatest wizards are reputed to possess special *wands of steam and vapor* which create acrid clouds of burning, blinding acid (6d6 points of damage the first round, 4d6 the second, and 2d6 the third and final).

On account of their longevity (they have a natural lifespan of over 1,400 years), groups of Rockseers are almost always led by an experienced veteran, a warrior or warrior-wizard of at least 5th (or 4th/4th) level. A sizeable group (30 or more) will have at least one warrior of 7th to 10th level (6+1d4) and also a wizard of 7th to 12th level (6+1d6). In the central lair of a Rockseer clan, where up to a hundred may be gathered together, the clan chieftain is usually a wizard of surpassing skill (level 12+1d6) and has 1d3+2 advisors/bodyguards who are either (50%) warriors of 10th to 11th level or wizards of 11th to 14th level (but not of higher level than the chieftain).

Rockseer elves have a -1 penalty to their initial Strength, Constitution, and Charisma scores, but they gain +1 bonuses to Wisdom, Intelligence, and Dexterity.

Habitat/Society: Rockseers believe that all they have is themselves and the riches of the earth. They are powerfully cohesive socially. Chieftains are generally elected by a conclave of the most powerful warriors and wizards on the death of the previous leader. A wise Rockseer leader does not give orders

without consulting his or her advisors. Rockseers do not tolerate tyrannical leadership, nor do they suffer fools.

The lairs of Rockseers are supremely well disguised and warded. Multiple spells are always cunningly placed to prevent other creatures even suspecting the existence of such a network of caverns and passages, let alone entering them. Spies (usually thieves melding into stone) are always placed to watch out over areas close to the entry points of caverns. Some Rockseers live in caverns accessible only by *stone walking* or similar magic, where hundreds of feet of solid rock separate them from the outside world, with only small fissures to provide air.

Rockseers are highly unusual among elves in that they have little curiosity. Few among them have any desire to learn the ways of other folk. This is largely the legacy of a long historical sense of shame at their mythic history; they consider themselves tainted and instinctively avoid those who they think would condemn them. Once awakened, however, their curiosity can lead them to act in uncharacteristic ways, as those who stumble upon them will soon discover.

Rockseers are gem cutters and craftsmen almost without equal; even gnomes and dwarves would hesitate to claim they could better Rockseer work. They can almost scent gemlodes deep in the Underdark and think nothing of spending ten years crafting and sculpting a single gem. The truly great Rockseer wizard-artisans are able to sculpt a gem with magic into forms of almost painfully exquisite beauty, generating fractal patterns of brilliant color and radiance within the heart of the gem as it grows. A handful of such perfectly crafted gems can be used to create a *helm of brilliance* (divide all gem numbers required by five, and each gem can fulfil its function five times before becoming nonmagical).

Rockseers are strange, alien, and fey people even by the standards of elvenkind. They are a serious people with little of the light-hearted, frolicking, bantering ways of most elves. They speak their own dialect of elvish, which high or grey elves can understand 50% of the time and drow 30% of the time. They also know fragments of *svirfneblin*, and most can speak *pech*. A few have a smattering of *underdark-dwarven* and can communicate with *derro* or *duergar* (not that they would wish to do so, but it is useful for intelligence-gathering). Above all, they are totally isolated. They know nothing of what has transpired above ground for thousands of years. Their attitudes to surface elves are very ambivalent. All Rockseers feel a deep sense of shame for the deeds of their far-distant ancestors and assume that any surface elf they meet would automatically despise them; it will be *very* difficult for a visitor to convince them otherwise. On the other hand, they long to know what their brethren lost for so many lifetimes do, how they live, what they believe in, what they consider beautiful.

Ecology: Rockseers hardly interact with anyone else in the Underdark. They eat fungi, moss, lichens, and cave creatures such as lizards and eels. They avoid violence and the endless struggle between different factions in the Underdark and keep to themselves. They are calm, enigmatic, and extraordinarily hard for outsiders to understand.

Ethyk

CLIMATE/TERRAIN:	Outer Planes (Bytopia)
FREQUENCY:	Very rare
ORGANIZATION:	None (often domesticated)
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	1 + 3
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2/1d2/1d3
SPECIAL ATTACKS:	Induce anger
SPECIAL DEFENSES:	Cannot be surprised
MAGIC RESISTANCE:	Nil
SIZE:	S (1' long)
MORALE:	Average (8-10)
XP VALUE:	175

An ethyk is a small mammalian creature similar in size and habits to a lemur, but with the ability to mentally influence the actions of other creatures. It has one singular eye on its small head, a long, somewhat prehensile tail, and claws on its four tiny legs which can be used for climbing. Its fur is usually gray, brown, or a tawny red. Its single bulbous eye is yellow-white with a large black pupil. While the ethyk is native to both layers of Bytopia, traveling adventurers might take it anywhere.

Combat: With hearing and a sense of smell far superior to that of humans, the ethyk cannot be surprised. Its single eye has infravision with a range of 10 feet. Its claws (1d2 points of damage each) and tooth-filled mouth (1d3) are small but dangerous, though it rarely needs to resort to physical combat when threatened.

The ethyk can influence the minds of those around it, increasing the aggressiveness, contrariness, and argumentativeness in any creature directed at some creature other than the ethyk. The wild ethyk protects itself from predators by turning them against other creatures.

This ability can be used six times each day. The ethyk's influence has a range of 100 feet, and it affects a single creature per use for 3d4 rounds. The creature is allowed a saving throw vs. spell to resist the effect, with Wisdom bonuses added if applicable. A creature failing its saving throw feels angered and argumentative with another random target within 100 feet (excluding any ethyks).

The influenced creature may attack the object of its anger (the creature must make a successful Wisdom check or be affected; an Intelligence check can be substituted for monsters with no Wisdom rating). Anyone who tries to restrain or hinder the influenced creature may be subjected to attack. Even if there is no physical attack, the target of the victim's aggression consumes the influenced individual's attention for the duration of the effect, and additional checks for attacks may be required, depending on the perceived level of provocation. The influenced victim argues with and challenges everything that the hapless random target says and does. If the target is known to the influenced victim, the latter brings up any past transgressions or mistakes that the target has committed, ruthlessly dredging up old arguments and opening old emotional wounds (if any). The victim's verbal (if not physical) assaults



are so brutal and belligerent that most NPCs eventually respond with violence if they are the target.

While its enemies fight among themselves, the ethyk usually uses the distraction to slip away to safety.

Habitat/Society: In its natural environment, the solitary ethyk lives in the forests of both of Bytopia's layers. Using its tail and its claws, the ethyk climbs and swings from tree to tree, only rarely descending to the ground, usually to hunt rodents or collect fallen fruit or nuts.

When captured by trappers, the ethyk is domesticated quickly. One trait that makes an ethyk a wonderful "pet" is its willingness to bond to an obviously superior creature, such as its owner. Once bonded, it uses its power to protect its master, on command if trained. Creatures influenced by bonded ethyks never focus their anger on the ethyk or its master.

Trained ethyks ride on the shoulders of their masters, often watching their backs. Most remain well behaved in public, and can be issued simple commands such as "lie down," "sit," "up," "no," and "now" (usually the command to use its power). After a longer period of training—at least a year—they can be taught to retrieve small objects, tie knots, and attack foes physically.

Ecology: A skilled hunter in rural or urban areas, the ethyk eats rodents, small birds, snakes, and large insects. It also eats fruits, nuts, and other plant life, although it seems to prefer meat and can subsist on that alone. The ethyk contends with predators of all types, fending off wolves and birds of prey in its natural environment. Wild urban ethyks are a problem in some cities, living in the garbage of the alleyways and in ruined or abandoned buildings.

In spite of the danger of hunting these beasts, they command high prices if brought live to market, though trapping them is an activity for the strong-willed! A thriving trade—including black market smuggling in more lawful areas—in pet ethyks has arisen on the Outer Planes and these creatures are beginning to appear in other worlds.

Faerie, Faerie Fiddler

CLIMATE/TERRAIN:	Any inhabited by other faeries
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fiddling
SPECIAL DEFENSES:	Immune to enchantment/charm magic
MAGIC RESISTANCE:	25%
SIZE:	T (2' tall)
MORALE:	Elite (13)
XP VALUE:	270

The faerie fiddler is a strange icon of faerie society. Always found in a community of faeries, there is never more than one faerie fiddler per community. This faerie's motivations are to protect other members of the society and to make the world more pleasant, according to its understanding of the term.

Faerie fiddlers are among the most human-looking of faeries. They resemble old, diminutive human males, dressed in somber, archaic clothes (such as a battered black top hat and tails), and playing a most exquisite, tiny fiddle. For all of their age, they are in good spirits, and while so skinny that it is a wonder they can keep the front and back of their coats apart, they are apparently spry and lively. Naturally, they speak the languages of every type of faerie folk, and those of any nearby human or demihuman community.

Combat: Faerie fiddlers never begin a fight, but are quite able to defend themselves. The fiddler's primary defense is a high armor class, the result of his small size and constant, capering dance. The fiddler is naturally resistant to most forms of magic, and completely immune all enchantment/charm spells.

The faerie fiddler can play magical tunes on his fiddle, both for enjoyment and in combat. Any of these effects can be resisted with a saving throw vs. spell, but the intention must be clearly stated, for the tunes can be subtle.

The least tune negates hunger, thirst, and fatigue for those hearing while dancing; it is a tune that is woven through the melodies of common dancing songs. This tune allows an individual with the dancing nonweapon proficiency to fight without fatigue by altering the steps of the dance to allow fighting at the same time. All faeries in a community with a faerie fiddler can receive this benefit when the fiddler plays: In combat, they will spin and whirl as if dancing and not tire from their efforts.

The fiddler can also target one creature per round with an *Otto's irresistible dance* spell. This has a range of 30 feet, and a saving throw vs. spell negates the tune's effects. As the spell lasts only five rounds, the fiddler may have to renew the spell if he faces many opponents. The fiddler will use this spell to assist his faerie friends when they fight intruders, to cover the escape of those who are unable or unwilling to fight, and to cover his own escape. The fiddler will depart only after all other faeries are secure.

The most powerful tune used when someone offends faerie



sensibilities without overtly attacking them; for example, refusing to dance with them, claiming not to believe in the existence of faeries or—especially—someone who tries to cheat a faerie in some way. The tune has the same fatigue-banishing effects of the first tune, but combines with it a powerful time-distorting effect. For every hour spent dancing, a year will pass in the outside world (if a human dances for four hours, four years will have passed in the real world when he returns to his home, probably to find it long-sold after his mysterious disappearance). Again, a saving throw vs. spell will negate all effects of the spell, but the hearer must consciously desire to resist or receive no saving throw at all.

This tune can be played only once per month, on the night of a full moon, and an offender at some other time must be lured back to the faerie circle. The common method is for the fiddler to pretend that he failed to notice the offense, and then to invite the offender back a few days hence for a once-in-a-lifetime celebration. Other ruses are tailored to the offender, such as "accidentally" letting slip that a precious faerie treasure will be on display during the full moon, or challenging the offender to return ("You wouldn't dare come back here and do that again on the night of the full moon") if he is belligerent.

Ecology: Faerie fiddlers dwell among communities of faerie creatures, and provide a number of services for them, most especially fiddling at their convocations, parties, and gatherings.

The fiddle of a faerie fiddler isn't magical (its effects are the natural magic of the fiddler channeled through the instrument), but it still has a resale value of 3 to 60 gp for its fine quality and miniature size.

Faerie, Petty-Bramble

CLIMATE/TERRAIN:	Subarctic to temperate grasslands, hills, and prairies
FREQUENCY:	Rare
ORGANIZATION:	Nomadic band
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	O, Q
ALIGNMENT:	Neutral evil

NO. APPEARING:	2-16
ARMOR CLASS:	2 (8 without armor)
MOVEMENT:	3
HIT DICE:	2 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Minor spell use
MAGIC RESISTANCE:	5%
SIZE:	T (3" tall)
MORALE:	Steady (12)
XP VALUE:	65 (175 with poison)

The tiny brambles are among the most aggressive and vicious of all faeries. Rumor has it that the first brambles were individual outcasts from "polite" faerie society (their size, name, and fixation with pointy things makes the gorse their likely ancestor).

Brambles look like tiny, dried-out people, with dark, wrinkled skin, long, pointed finger and toe nails, ears with much sharper points than elves', and—sticking out of their backs—a brace of spines that look like they should support miniature dragon wings, but which are bare. Under normal circumstances brambles wear small suits of spiked plate mail armor; the wing spines that come out of holes in the armor's backplate are often mistaken for longer versions of the artificial spines covering the rest of the bramble's armor.

They speak their own language, as well as the languages of most other faerie creatures.

Combat: The spine-covered armor of a bramble is both its best defense and its strongest attack. The armor provides AC 2 protection, and the barbs on its surface prevent other creatures from coming too close to the wearer; any animal that attempts to bite or eat a bramble suffers an automatic 1d4 damage, as would any humanoid trying to pick up a bramble with bare hands. Protected attackers must roll above the AC value of the armor covering their hands on 1d12 to avoid injury; Dexterity and shield bonuses do not apply.

To attack with its spines, a bramble merely hurls itself against a foe; using normal attack and damage rolls. A bramble will wrestle opponents close to its own height (1 foot or less), causing 1d2 points damage per round in addition to the wrestling results.

One bramble in ten wields poison. The wing spines of these brambles secrete a strong poison that causes a painful burning sensation (-2 on attack and damage rolls for 2d10 rounds, with additional doses having cumulative effects). A successful saving throw vs. poison with a -3 penalty halves both the effect and duration. As these brambles are perfectly willing to use this poison on dissenting members of their own bands, these special brambles are generally the leaders in any group.

Finally, brambles are often found riding an odd selection of animals. It is not uncommon to come upon a band riding a collection of porcupines, hedgehogs, al'mirajs, and other creatures, looking like bizarre pixie knights in their nomadic wan-



derings. They control their mounts with a *charm mount* spell that each can cast once per day. Mounted brambles carry barbed spears (1d6 damage) that they use as lances. Details for the mounts can be found in the "Mammal, Small" entry in the *MONSTROUS MANUAL Tome*.

One in ten brambles (not necessarily the ones that possess the poisoned spines) can cast a special *anti-flying spell* once per day. This causes any one small-sized flying creature within 10 yards to be magically grounded for a period of 6d6 rounds (the effect is avoided with a successful saving throw vs. spell). When not using this to hunt small birds, brambles especially like to cast this on pixies, sprites, and other faerie creatures, so that they can have the cruel fun of chasing them through the woods on the ground.

Habitat/Society: Brambles are nomadic, constantly searching for food and fights. They rest in camps hidden in thorny bushes and other natural protection, with their mounts posted as guards. As with other faerie creatures, bramble infants are never seen, but when a band grows too large, it splits in half with the two groups heading off in opposite directions.

Brambles sometimes pick up small amounts of easily carried treasure to bribe other creatures into making their special armor. Despite their small size, brambles are supremely confident, even when dealing with humans and other "giants." They think nothing of challenging a "giant" to a wrestling match, especially as they have no intention of honoring any bets they might place on the fight.

Ecology: Brambles benefit others in few ways. Too small to make a good meal for anything bigger than an owl, the flesh of those with poisonous spines has a likewise poisonous effect. The poison from one bramble might coat a single arrow or dart; it would take at least 10 to coat a longsword. However, their armor is beautiful in a dangerous way, and a collector might pay up to 80 gp for a complete, unoccupied suit.

Faerie, Petty-Gorse

CLIMATE/TERRAIN:	Subarctic to temperate grasslands, hills, and prairies
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil (O, P, Q, S)
ALIGNMENT:	Neutral

NO. APPEARING:	5-40
ARMOR CLASS:	6 (2 if flying)
MOVEMENT:	3, Fl 12 (A)
HIT DICE:	1 hp
THACO:	20
NO. OF ATTACKS:	1 at +2
DAMAGE/ATTACK:	1 point (weapon)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Cantrips, lair trap
MAGIC RESISTANCE:	5%
SIZE:	T (3" tall)
MORALE:	Average (8)
XP VALUE:	270

The smallest of the faerie folk, and in some respects the most beautiful, are the gorse. Averaging one-quarter of the height of a full-grown atomie, the gorse must be secretive and unobtrusive to survive.

Gorse have the proportions and physical attributes of human children, though they are fully mature, with the only differences being their height, their delicate wings, and their slightly pointed ears. They have no antennae, and their simple clothing is no different in appearance than that of most humans or elves. They prefer dressing in shades of green and yellow to blend in with their surroundings, which are most often gorse, a prickly evergreen shrub with yellow flowers.

Gorse have their own language, but are willing and able to speak the tongues of sprites or pixies.

Combat: Aside from using the defenses of their thorny homes, gorse use a number of weapons, all of which they manufacture from the bushes they tend. They have minute bows with a 30-foot range, tiny spears (10-foot range) and minuscule swords, all of which inflict 1 point of damage. The weapons' fine points and the skill with which the gorse use them give these tiny creatures a +2 bonus to their attack rolls. Also, 10% of gorse arrows will be coated with a weak poison that causes *confusion* for 2d4 rounds if the victim fails a saving throw vs. poison.

In addition to their weapons, gorse have limited magical abilities and defenses available. Each day, a gorse can cast one *mirror image*, as the 2nd-level wizard spell, and three minor magical effects. Each of minor effect occurs if performed with the 1st-level wizard spell *cantrip*, and each takes place in its entirety within the round it is cast. Typical uses include:

- *Distract:* Causes anyone watching the gorse to look at an area of the caster's choice within 10 feet, those of average intelligence or better receive a saving throw;
 - *Exterminate:* Kills a single creature no larger than a field mouse, or all insect-sized creatures in a 1/2 cubic foot area, magical or enchanted creatures receive a saving throw vs. death magic;
 - *Sprout:* Causes thornbushes in a 1 cubic yard area to add an inch of new growth (good for blocking a miniature path).
- One gorse in ten can cast one *spike growth* and one *goodberry* spell each day. These are used either to defend the lair or to bribe intelligent creatures not to attack them.



Habitat/Society: Gorse dwell in the green, thorny flower bushes from which they take their name; their lairs are forbidding to most predators too large to maneuver through the thorns as the gorse do.

Creatures larger than twice gorse size trying to enter the their bushes take damage equal to 1 hit point per round if Armor Class 6 to 10, or 1 point every other round if Armor Class 4 to 5. Movement rates through gorse bushes of beings of size S to L are slowed to one-quarter normal; larger and smaller beings are unhampered. If threatened, gorse will retreat deeper into their bushes, luring attackers through the most thickly thorned regions and possibly over logs, pits, and other hard-to-see natural obstacles.

Ecology: Although they must be wary of bigger folk—and almost all creatures are big to them—gorse can be persuaded to deal with woodland dwellers (dryads, satyrs, centaurs, etc.), humans, and demihumans who bring them gifts of fresh fruit, bread, honey, or milk. They become protective of any who do them favors, such as druids who defeat menacing beasts or elves who stop forest fires. Often a gorse tribe will send a few members to accompany its larger allies for the duration of the latter's stay near their lair.

Some gorse tribes have magical potions in their lairs. Because of their small size, one potion can affect 20 gorse. Thus, it is not uncommon to find a large group of these faeries who can *polymorph* themselves, *resist fire*, or turn *rainbow hues* at will for short periods of time. Potions that affect others, such as various control potions, work only if all the gorse who drank part of it concentrate on the potion effect at once. Consequently, these potions often lie undisturbed in their hoards and will often be traded for more useful ones or used as bribes or rewards for bigger folk.

Firenewt

CLIMATE/TERRAIN:	Hot or volcanic regions
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	K, M (F)
ALIGNMENT:	Neutral evil

NO. APPEARING:	10-100
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	2+2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Breathe fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5½'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	175
	Elite: 270
	Priest: 650
	Overlord: 420

Firenewts, also known as *salamen*, are distant relatives of lizard men. They are cruel marauders that roam hot regions.

The firenewt's dry skin is a mottled sepia color, darkest along the spine and fading to near-white on the belly. The smooth flesh and features resemble those of an eel. The eyes are deep crimson. Females are slightly shorter (5½' tall) and a duller brown. The young are lighter but darken as they mature.

They speak their own language and a dialect of lizard man. Priests, elite warriors, and overlords may speak the common tongue.

Combat: Firenewt warriors (the most common variety) are typically armored in chain mail and carry one or two weapons—pike and sword (45%), sword only (25%), pike and hand axe (20%), or battle axe (10%). For every ten warriors encountered, there is one elite warrior with 3+3 Hit Dice and Armor Class 3 (chain mail plus Dexterity bonus). Elite warriors carry battle axes.

For every 30 warriors encountered, there is a priest with 3+3 HD, AC 5, and the following spells, usable once each day: *animal friendship*, *faerie fire*, *predict weather*, *produce flame*, *heat metal*, and *pyrotechnics*. Priests carry maces.

All firenewts have a limited breath weapon. Once per turn they can breathe fire on a foe directly in front of them. This flame has a 5-foot range and inflicts 1d6 points of damage; a successful saving throw vs. breath weapon reduces the damage by half.

A firenewt is highly resistant to fire-based attacks and saves with a +3 bonus against them. In addition, all fire-based attacks that do affect it are reduced by 1 point of damage per die of the attack (minimum: 1 point/die). Conversely, a firenewt saves with a -3 penalty against cold-based attacks; such damage is increased by 1 hit point per die of the attack.

Fully 33% of firenewts encountered on the surface, 90% of elite warriors, and all priests are mounted on *giant striders* (see the "Strider, Giant" entry). These beasts are highly trained for melee combat and fight even if the rider dismounts.

Habitat/Society: Firenewts live in a cruel, martial society dominated by priests. Firenewts encountered outside their lair are members of a hunting or war party. They delight in torturing



captives and roasting them alive. Intertribal relations tend toward genocidal warfare. Warriors earn great honor by destroying the hatching ground of an enemy tribe.

Firenewts are carnivorous. They eat anything they can hunt down, even indulging in cannibalism when disposing of captives and eggs from rival firenewt tribes. They find humanoids a delicacy.

The lair is ruled by a firenewt overlord (4+4 HD, AC 3) and his retinue of four elite warriors. The overlord controls the firenewts' treasure. Wealth gathered from vanquished foes is brought back to the lair and added to the communal hoard. Individuals are rewarded with a few silver or gold coins, though they have little use for them.

A firenewt lair contains, in addition to the males, females equal to 70% of the number of males, young (at 150%), and eggs (at 200%). The eggs are hidden in a secret, well-guarded hatching ground. The hatching ground is under the control of the priests and guarded by 1d3 young fire lizards (see the Lizard entry in the MONSTROUS MANUAL Tome).

Firenewt females lay two to six eggs twice each year. All eggs are collected by the priests and taken to the hatching ground. The hatching ground is the heart of both the firenewt colony's life and the priests' power. Although eggs and hatchlings are supposedly raised communally without record or regard for bloodline, in truth the priests maintain secret records for each egg. The priests discreetly eliminate the eggs of their enemies or of those who possess "undesirable" traits. Eggs hatch in six months. The young are divided by sex and assigned to groups of ten that are each raised and taught by two females. Each young firenewt is assigned to an adult who serves as mentor. The priests reward their allies by secretly assigning them their actual offspring.

Ecology: The firenewts are vicious marauders that rule the inhospitable regions of volcanoes and unendurable heat. They are hostile toward all outsiders, including firenewts from other tribes. They rarely ally themselves with any but the most powerful of evil beings.

	Lesser	Tshala
CLIMATE/TERRAIN:	Any but cold	Any but cold
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Flock/solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	See below	See below
INTELLIGENCE:	Average (8-10)	Genius (17-18)
TREASURE:	Nil	Gems only (25%)
ALIGNMENT:	Chaotic neutral	Chaotic neutral
<hr/>		
NO. APPEARING:	1-6	1-2
ARMOR CLASS:	6	2
MOVEMENT:	Fl 15 (B)	Fl 21 (B)
HIT DICE:	4 + 4	9 + 9
THACO:	15	11
NO. OF ATTACKS:	2	4
DAMAGE/ATTACK:	1d6/1d6	1d12x 4
SPECIAL ATTACKS:	Heat	Heat, magic use
SPECIAL DEFENSES:	Nil	+1 or better magical weapon to hit
MAGIC RESISTANCE:	40%	90%
SIZE:	S (2' long)	S (4' long)
MORALE:	Steady (12)	Champion (15)
XP VALUE:	1,400	6,000

The nature of this creature has made it a being of awe and legend in the Realms. The firetail appears as a frolicsome fey creature of living flame that loops and darts dazzlingly in the air, bewitching those who gaze upon it. Although it is reputed to employ magic, only the greater firetail, or *tshala*, actually casts spells. The two species are outwardly identical. Adventurers who have encountered both types may be able to recognize the *tshala* by its superior flight capabilities.

Combat: Firetails tend to take sides in conflicts, and may wreak havoc or do much good. They hate salamanders and attack them on sight. Firetails and fire elementals tend to ignore each other, for neither race has done anything to deserve the enmity of the other.

Tshala can use the following spells, cast as though they were spellcasters of the 14th level: *plane shift*, *remove curse*, *heal*, *feebly mind*, *maze*, *fire trap* (each once per day), and *fireball* (once per turn). When spell casting, they can take no other action, for their entire being is focused upon the spell effects.

Firetails take no damage from heat- and fire-based attacks, but suffer additional damage from water- and cold-based attacks at the rate of +3 per die. Sudden strong winds such as the magical *gust of wind* can disturb their fiery bodies and prevent them from spellcasting. Firetails communicate by changing their blaze from fiery orange to blue-white, and varying the intensity, hue, temperature, and pattern of coloration. Their flames cause 1d6 or 1d12 points of damage upon contact, depending upon their type, and also ignite flammable materials such as parchment and cloth.

Once every three rounds a *tshala* may blaze intensely for a few seconds so that one of its attacks in that round causes an additional 1d12 points of damage. Its great heat damages everything within 5 feet that fails a saving throw vs. spell. A *tshala* that repeats this action five times in a day must sacrifice one of its spells for the day.

Habitat/Society: The firetail originated on the Elemental Plane of Fire, where it is uncommon (*tshala* are rare), but some have been transported elsewhere by diverse means, and some have traveled to other planes of their own whim, for *tshala* may *plane*



shift themselves and 1-6 lesser firetails in a group, once per day. Such groups are short-lived, for firetails are creatures of whim and independence. Unfortunately for the lesser firetails, they are often stranded wherever the *tshala* abandons them.

Usually solitary, firetails prefer the company of their own kind to that of other creatures. Occasionally they may take a companion, which may be almost any sort of creature. Firetails have accompanied others of their own kind, pegasi, sylphs, elves, and even humans. Although they never forget friends, firetails may suddenly ignore a familiar being, depart for a time, and return without good reason. They never allow a friend to be harmed if they are present. Likewise, they never forget an enemy, and if they encounter one, do all in their power to ensure that their rival goes down in flames. Because of their independence and flighty nature, most other creatures cannot depend on a firetail in times of need.

Ecology: Although no one knows when or how the first firetail appeared, their lifestyle and method of reproduction have since been well-documented by sages and researchers.

Very few firetails actually begin their existence as *tshala*. Only 1 in 10 start out as greater firetails, although through age and experience a lesser firetail may be promoted to the rank of *tshala*. If a lesser firetail reaches the age of 200 years, it secludes itself from all others and seeks out a source of intense flame and heat, such as a lava pool or dormant volcano. Once there, it absorbs tremendous quantities of heat, often draining the nearby area entirely. This continues for a week, at which point the firetail emerges from the fire as a *tshala*, with full command of its abilities.

At some point soon after a firetail reaches ancient age (around 400 years), it begins accumulating large piles of flammable material for its cave. When it has gathered enough to make 1-4 piles burn for several hours, the firetail bursts, setting each heap afire with intense flame. After an hour has passed, each mound generates one firetail, with a 10% chance of it being a *tshala*.

Formian

	Worker	Warrior	Myrmarch	Queen
CLIMATE/TERRAIN:	Arcadia	Arcadia	Arcadia	Arcadia
FREQUENCY:	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Hive	Hive	Hive	Hive
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Carnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (6)	Average (10)	Exceptional (16)	Supra (20)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful neutral	Lawful neutral	Lawful neutral	Lawful neutral
NO. APPEARING:	100–400	21–40	5–8	1
ARMOR CLASS:	3	2	1	7
MOVEMENT:	18	15	15	1
HIT DICE:	1 + 1	3 + 3	6 + 6	9 + 9
THAC0:	19	17	13	Nil
NO. OF ATTACKS:	1	4	2	Nil
DAMAGE/ATTACK:	1d4	1d6/1d6/1d4/2d4	2d4/3d12	Nil
SPECIAL ATTACKS:	Nil	Poison	Poison	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	20 myrmarches
MAGIC RESISTANCE:	Nil	Nil	Nil	20%
SIZE:	S (4' tall)	M (5' tall)	L (7' tall)	L (10' tall)
MORALE:	Fearless (19)	Fanatic (17)	Champion (15)	Fearless (20)
XP VALUE:	35	420	2,000	5,000

Formians, also called *centaur ants*, are native to Arcadia. As their name indicates, they appear to be upright-walking ants, but their sentience is that of warm-blooded creatures as opposed to insects. Like true ants, there are three basic types of formians: the worker, the warrior, and the myrmarch—a fourth type, the queen, is extremely rare. Unlike ants, formians' waists are flexible; thus, they often move with only four legs, their heads and thoraces raised. Their forelegs are jointed at the wrist and have three opposing claws, which they can use to manipulate objects and to attack. Formians come in various subdued colors—black, brown, red, and so on—which serve no function other than to indicate their cities of origin.

The worker, the smallest of the four formian types, is also the most commonly encountered. It is about the size of a large dog. Its somewhat clumsy claws are still efficient tools for manual labor. The warrior is the size of a pony, and its claws are indicative of its capability to defend the hive. The myrmarch is the size of a horse. Its claws are capable of finer manipulation than human hands. The queen is half again as large as a myrmarch. She administers and never leaves the central hive; her legs have atrophied.

Formians of warrior level and higher can communicate with humans, though their version of common sounds more like eerie chittering. They communicate with one another in their own speech, which is incomprehensible to most other beings.

Combat: When workers attack (a rare occurrence, for they're used only if a city's under siege), they use their small mandibles to bite for 1d4 points of damage. Warriors attack with their mandibles, two forelegs (1d6 points of damage each), and a stinger that injects poison (2d4 points of damage and save vs. poison or suffer –2 to attack rolls for 1d6 turns). Myrmarches attack with their mandibles and a poisoned

sting. The poison causes 3d12 points of damage and paralyzes for 1d4 turns (a successful saving throw vs. poison results in half damage and avoids paralyzation). A queen cannot attack.

Habitat/Society: Unlike true ants, formians do not have a hive mind. Though they can receive messages from the hive queen—and can even be commanded and directly controlled by her—they are capable of acting independently if need be. However, formians of a lower level automatically respond to the direct commands of a superior. Thus, a worker responds to a warrior, a myrmarch, and the queen, while a myrmarch can be commanded only by the queen.

A formian queen is protected at all times by 20 myrmarches, who will gladly sacrifice themselves for her, since she cannot move on her own. Her intelligence is at the supragenius level, and she can control an entire hive at any time if she needs to. However, most queens allow their subjects some measure of free will.

Formians are born into their station, and that station never changes. There's never been a revolution in the annals of formian history. It seems the formians have no conception of aspiring to higher stations. They simply are the way they are.

Ecology: Some of the most magnificent cities on Arcadia are the constructions of the centaur ants. Many of these metropolises can house more than 10,000 formians. Though they look like human cities, with structures and walls above ground, they extend far underground for many miles. The architecture below is truly extraordinary.

Formians have always inhabited Arcadia, and sages say they always will. Though formians found on the Prime Material Plane make war on each other, Arcadian formians of different hives have learned to live together peaceably.

	Archer	Spouter	Stone Lion	Grandfather Plaque
CLIMATE/TERRAIN:	Building or ruin	Building or ruin	Building or ruin	Building or ruin
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Day	Day
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Average (8-10)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Neutral evil	Neutral good	Lawful neutral
NO. APPEARING:	1	1 (rarely more)	1	1
ARMOR CLASS:	6	6	2	6
MOVEMENT:	9	12	21	0
HIT DICE:	4 + 5	5 + 7	8 + 3	6 + 2
THAC0:	17	15	11	Nil
NO. OF ATTACKS:	1	2	3	Nil
DAMAGE/ATTACK:	1d10	1d4+1/1d4+1	1d8/1d8/1d10	Nil
SPECIAL ATTACKS:	Nil	Acid	Scare	Magic missile, shout, weakness
SPECIAL DEFENSES:	camouflage	+1 or better magical weapon to hit		
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (4' tall)	S (3' tall)	M (7' long)	S (1'-2' tall)
MORALE:	Elite (13-14)	Elite (13-14)	Champion (15-16)	Fanatic (17-18)
XP VALUE:	975	1,400	3,000	2,000

Archer

The archer gargoyle is a malicious creation that looks like a cheerful cherub or, more rarely, a ferocious amazon. Its only sizable weapon or means of attack is a stubby bow and quiver of arrows, apparently carved as part of the statue. The archer typically stands in a fountain or on a ledge high up the wall, or serves as a garden ornament, moving to attack only when an intruder enters its territory. It can remain motionless for as long as it desires.



Combat: The archer can conceal itself against stone so that it is only 20% likely to be spotted under normal conditions. True to its name, the archer gargoyle uses its bow and arrows as its primary weapon. The bow is not a true bow, and the arrows are stone, but they allow the archer to make an arrowlike magical attack that hits with a THAC0 of 17 and inflicts 1d10 points of damage. The "arrow" has a range of 120 yards. Even when engaged in melee, the archer uses the bow at point blank range. The archer can be struck only by weapons of +1 or better enchantment.

Habitat/Society: These evil creatures love to shoot at passers-by, even those who pose no threat, and are thus rarely found guarding the domiciles of good-aligned persons. When found in the wild, the archer is on an unending hunt, slaying every living thing it meets. More than one village has been routed by one of these gargoyles, which delights in mayhem and bloodshed. The archer is a loner and avoids contact with all others of its kind.

Ecology: The archer need not eat, drink, or sleep. Unlike other types of gargoyles, the archer has a profound destructive impact on its surroundings, because of its tendency to kill every creature and person in its territory, leaving the carcasses to rot. Special hunting parties are often immediately organized to eliminate the menace of a roving archer when one moves into the area.

Spouter

The spouter gargoyle generally looks like an ugly imp. It is often found perched above a door or serving as a rain-gutter outlet on a roof. Its mouth always gapes hideously. Its forearms sport two rows of sharp spikes; on its back are two undersized wings, far too small to provide flight. When motionless, it is indistinguishable from normal stonework. However, plant life and structures in the area will often be pitted and scarred, as if by acid.



Combat: Anyone who enters the spouter's territory without uttering a password or making the appropriate gesture will be attacked, usually from above, by the spouter's acid spittle. The spittle can be used once every four rounds and has a range of just 5 feet (unless the attack is from above—the spouter can hit anyone directly below, no matter how far down). The acid inflicts 2d20 points of damage, with a successful saving throw vs. breath weapon indicating half damage. If the spouter's opponents escape or prove resistant to the acid, the gargoyle can float down using its tiny undersized wings to break its fall. On the ground, the spouter can attack using its arm-spikes, which cause 1d4+1 points of damage per attack.

Gargoyle

The spouter has a nasty streak and revels in “accidentally” attacking its master or his associates if they forget to make the appropriate signal, even if it recognizes them as safe.

The spouter is immune to all forms of acid, is struck only by weapons of +1 enchantment or better, and can climb walls with a 90% chance of success.

Habitat/Society: Though matched sets of spouters are occasionally found, usually there will be only one. Very rarely, a group of 1d4+2 spouters will find each other and join for mutual defense of their territory. There isn’t much competition between group members, so they will choose no chieftain or ruler. Sometimes a “free” spouter, one whose master has been slain, will offer its services to a powerful evil entity, such is its love of mayhem and its guardian instinct.

Ecology: Spouters need not eat, drink, or sleep, and can remain perfectly motionless for any length of time. Thus, they usually have little impact on their surroundings, other than the havoc their acid wreaks on local plants and structures.

Stone Lion

The stone lion is a solemn guardian, often found in pairs, and generally serving good-aligned priests and wizards. The lion has an excellent memory for faces and scents and cannot be fooled by disguises. The lion is usually set up near the main door of the house, but is occasionally placed on a ledge overhead—the stone lion can jump down 20 feet without harm.



Combat: The stone lion is a superior combattant, functioning as if it had Strength and Dexterity scores of 18. It attacks with its crushing bite and deadly claws, but often defeats its opponents with speed and agility rather than physical power.

The stone lion has one special power. It can roar once every three rounds, and this functions as a *scare* spell. Like other gargoyles, a stone lion can be hit only by weapons of +1 or better enchantment.

Society/Habitat: Unlike other types of gargoyles, a stone lion is a kindly creation and seeks to serve as a protector rather than a wrecker of havoc. It occasionally acts as a pet or companion to its owner, and can form genuine friendships with living beings as well as other stone lions. It fights only to defend its area or to protect its friends from mortal danger. When motionless, the stone lion is indistinguishable from a statue of a lion carved from stone.

When its creator dies and the stone lion becomes free-willed, it will often seek to continue its guardian duties along more public lines. Most commonly, they become defenders of temples or of public buildings. They patrol these confines at night, sitting motionless during the day unless needed.

Ecology: The stone lion is a magical guardian that has little or no impact on its environment. It need not eat, drink, or sleep. When not accompanying its master or patrolling the area, the lion is content to sit motionless, defending its territory.

Grandfather Plaque

The grandfather plaque is an immobile guardian that serves to secure a particular door. The plaque resembles a bas relief of a male human face with strong, dignified features. The gargoyle is placed on the stone lintel of a door, and can secure them with a *wizard lock* (as if cast by a 6th-level wizard), and can open and close them at will.

The plaque has enough intelligence to screen guests, and it is gifted with telepathy so that it can converse with its master (and only its master—the grandfather plaque can communicate telepathically with only one person, designated at the time of its creation). It can speak to others normally.

Combat: If attacked, the plaque can defend itself with three magical powers. First, each eye can discharge one *magic missile* per round. Second, the grandfather plaque can *shout*, as the 4th-level wizard spell, once per turn. Third, anyone who touches either the plaque or the guarded door without permission must make a saving throw vs. spell or be weakened as if by a *ray of enfeeblement*, the 2nd-level wizard spell.

Grandfather plaques can be hit only by weapons of +1 or better enchantment.

Habitat/Society: The grandfather plaque is totally devoted to guarding its door, and loyally serves whoever lives within. Its focus is usually narrow; unless a response is needed, a grandfather plaque seldom initiates any action. When found on an abandoned building, the plaque will try to get people to either remove it from the building or rebuild the ruin—its existence is meaningless without people to guard.

If there is more than one grandfather plaque on a building, they guard separate doors, they are never found together.

Ecology: The grandfather plaque need not eat, sleep, or drink. It has no impact on its surroundings, except when it slays an intruder and the bones and treasure become scattered about. An “unattached” plaque will freely give adventurers any treasure it has accumulated, as long as they promise to restore the gargoyle to its true purpose.



Giant, Cerilian

CLIMATE/TERRAIN:	Forest	Ice
FREQUENCY:	Any forest	Northern Cerilia
ORGANIZATION:	Very rare	Rare
ACTIVITY CYCLE:	Solitary	Family
DIET:	Day	Any
INTELLIGENCE:	Herbivore	Carnivore
TREASURE:	Average (8–10)	High (13–14)
ALIGNMENT:	Nil	E
	Neutral good	Lawful evil

NO. APPEARING:	1	1–4
ARMOR CLASS:	2	1
MOVEMENT:	9	12
HIT DICE:	16+6 hp	15+7 hp
THACO:	5	5
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d8+8	1d12 or 2d10+9
SPECIAL ATTACKS:	Entangle	Cold magic
SPECIAL DEFENSES:	None	Immune to cold
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (14' tall)	H (16' tall)
MORALE:	Champion (15)	Fanatic (18)
XP VALUE:	9,000	12,000

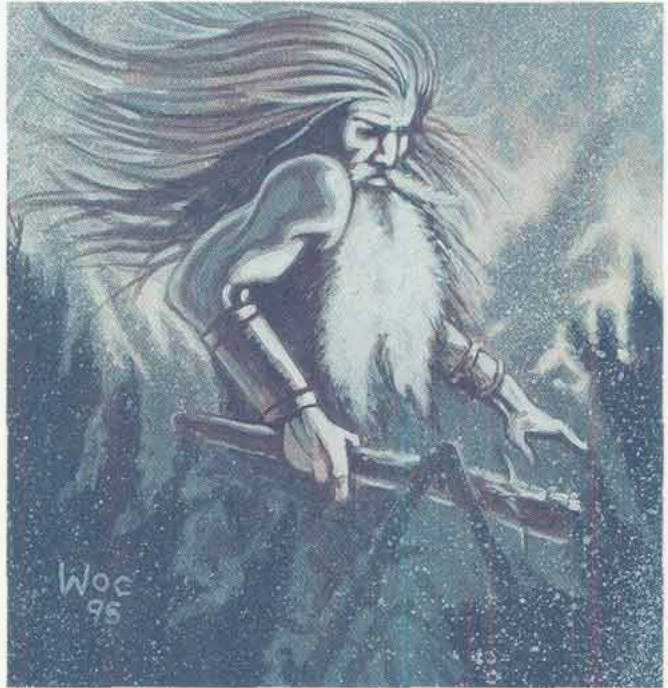
Several varieties of giant live in the wilder areas of Cerilia. For the most part, they prefer to leave their smaller neighbors alone, minding their own business and expecting others to do the same. Hill giants are common in the northern foothills and downs; they're more solitary than described in the *MONSTROUS MANUAL* Tome and lean toward a neutral alignment. Mountain giants are larger than hill giants and more powerful. Stone giants are rare creatures closely tied to elemental rock; they're reclusive creatures who inhabit the most inaccessible peaks. A few storm giants dwell along Cerilia's rocky coasts. Refer to the *MONSTROUS MANUAL* Tome for information on these creatures. Fomorians are known as the fhoimorien in Cerilia, and inhabit desolate marshes and forests. Unlike the other races of giant, they're inclined toward raiding and pillaging their neighbors. Finally, Cerilia is home to two unique species of giant: the forest giant and the ice giant.

Forest Giant

Forest giants are found in the deepest regions of Cerilia's woodlands, far from human settlements. They are peaceful creatures who guard the forest against evil incursions and destructive logging or clearing. A forest giant is a huge, gnarled humanoid with rough woodlike skin, a great mass of dark leafy hair, a long beard, and long, rootlike fingers and toes. They often send down roots and sleep for years at a time.

In combat, forest giants strike with a single blow of a mighty fist. They can *speak with plants* and *speak with animals* at will. Once per day, they can *call woodland beings* and also cast *hold plant*, *hold monster*, and *wall of thorns*. Once per turn they can cast *entangle*. Forest giants are vulnerable to fire and suffer 1 extra point of damage per die rolled.

Forest giants often aid adventurers who serve the cause of nature. They're slow to anger, but they have no mercy for those who defile the woodlands.



Ice Giant

The cold wastes of the northern mountains and glaciers are home to Cerilia's ice giants, a race of cruel and spiteful creatures. Ice giants can't exist outside of areas covered with snow and ice; during the summer, they're forced to withdraw to the safety of the pack ice and remain there. However, this does not prevent them from dreaming of expanding their frozen domains.

Ice giants resemble frost giants in most ways, but they're sheathed in rime and jagged ice shards. Mere contact with an ice giant's frozen body requires a saving throw vs. spell or the individual receives 1d4 points of cold-based damage and suffers a numbing loss of 1 Strength point for one hour. Ice giants hurl gigantic *iceballs* that inflict 2d10 points of damage upon the creature struck, shattering on impact for an additional 1d10 points of cold damage to those in a 5-foot radius. Victims of an iceball attack must roll a saving throw vs. spell; failure indicates the victims suffer the equivalent touching the giant's body.

Ice giants can cast *fog cloud* once per turn. Once per day they can cast *wall of ice*, *ice storm*, or *cone of cold*. In addition, an ice giant can *conjure elemental* once per day; the elemental is always a water elemental (in an icy form), obeys the giant, and never turns on him.

Ice giants await the onset of winter to leave their frozen fortresses and raid the Vos, Rjurik, and Brechtur lands in northern Cerilia. In especially cold winters, they have been known to attack the lands south of the Stonecrowns and the Silent Watch.

Goblin, Cerilian

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Clan or tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to High (8-14)
TREASURE:	K (C)
ALIGNMENT:	Lawful evil
NO. APPEARING:	4-24 (60-360 in settlement)
ARMOR CLASS:	Common: 7 (10) Elite: 5 (10) Huge: 3 (10)
MOVEMENT:	6
HIT DICE:	Common: 1-1 Elite: 1+1 Huge: 3+1
THAC0:	Common: 20 Elite: 19 Huge: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (+1 huge)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Common: S (4' tall) Elite: M (6' tall) Huge: L (7' tall)
MORALE:	Average to Elite (10-14)
XP VALUE:	35, 65, or 120

Goblins are common in Cerilia, controlling numerous kingdoms in the more desolate and dangerous parts of the land. In this world, all races of goblin kind are considered one species, despite large variations in size, strength, and appearance:

- *Common goblins* are generally equal to the goblins described in the *MONSTROUS MANUAL* Tome; they make up about 50% of the goblin tribes;
- *Elite goblins* are roughly equal to hobgoblins, and account for about 30% of the population;
- *Huge goblins* are equivalent to bugbears, and make up about 20% of the tribes.

Regardless of size, all goblins are identified by their squat, bandy-legged builds, flat faces, pointed ears, and wide mouths filled with sharp teeth. Their skin color ranges from grayish-green to dull brown, and their eyes tend to glow with a reddish, evil light when they're agitated.

All goblins speak one language, although significant variations in dialect exist from clan to clan.

Combat: Cerilian goblins aren't hindered by sunlight, although they prefer overcast days. They have infravision to a range of 60 feet. Common goblins usually wear leather armor and carry shields, but will use heavier scale or chain mail when they can get it. Elite goblins and wolfriders wear scale mail, and huge goblins often wear banded or splint mail. All goblins favor spears, polearms, morning stars, axes, maces, and short swords. Most common goblins prefer to fight as skirmishers, slingers, or archers.

Habitat/Society: Goblins live in clan steadings with a dozen or more extended families (6d6 x10 individuals) sharing a small hill fort. Goblin society represses females, who are expected to take care of most domestic tasks; this includes supervising slaves and captives. Goblins trade slaves between clans often, and frequently mount raids in search of more captives.

Goblin leaders make up about 5% of the population and can be classed NPCs, as shown.

	Fighter	Priest	Magician	Thief
Common	1st-4th	1st-6th	1st-6th	1st-10th
Elite	1st-8th	1st-8th	1st-8th	1st-8th
Huge	3rd-10th	1st-4th	1st-3rd	—

These leaders will have abilities and magical items appropriate to their class and level. About 90% of classed goblins are fighters, priests, and thieves; magicians are extremely rare.

Goblins domesticate wolves, and most goblin steadings are guarded by 2d4 wolves per 50 goblins. About 25% of such wolves are dire wolves; common goblins can ride these creatures.

Ecology: Goblins rarely engage in farming, but they commonly tend livestock. Leather, dried beef, and mining products are their chief exports. Goblin states tend to be warlike and aggressive, raiding nearby lands, hiring out as mercenaries, or demanding heavy tolls from passing merchants.

The Five Peaks, Thurazor, Markazor, Uрга-Zai, and Kal Kalathor are all held by goblins. Some of these states are recognized by their human or demihuman neighbors as true kingdoms. No one likes having goblins for neighbors, but in some cases, there are too many goblins for the humans to seriously consider clearing them out.



Golem, Magic

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare (3 known)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	18
HIT DICE:	8 (64 hit points)
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d10
SPECIAL ATTACKS:	Absorbs magic, magical flare
SPECIAL DEFENSES:	Immune to most magic
MAGIC RESISTANCE:	100%
SIZE:	L (9' tall)
MORALE:	Fearless (20)
XP VALUE:	8,000

A magic golem appears as a humanoid creature composed of iridescent yellow energy—pure magic. It is the unholy union of a human being and an area of wild magic. After the Time of Troubles, Zhentarim wizards began to catalog all of the areas of wild magic in an effort to study this phenomenon more closely. During an expedition to a remote wild magic area in the Hordelands, an unfortunate sequence of spells cast by one Zhentarim wizard turned another into a being of pure magic—a combination of the mage and untamed magical forces.

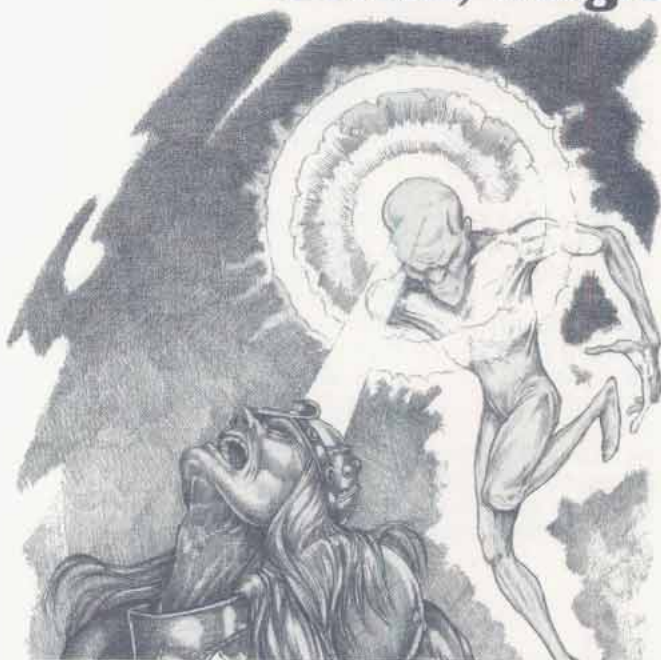
Combat: Magic golems absorb all magical energy within a 20-foot radius. Spells are instantly absorbed as they are cast. Running spells are terminated and absorbed at the end of one round, with the two exceptions noted below. Magical items lose one level of enchantment per round (a *long sword* +2 changes to a *long sword* +1), and charged magical items lose 1d6 charges per round. Magical weapons do no damage to the creature, but normal weapons and those drained of all magic can hurt the golem.

The magic golem attacks its victims with blasts of pure magical energy causing 3d10 points of damage. These magical blasts have a range of 75 yards. The blasts ignore all magical adjustments to Armor Class (that is, Armor Class for a blast target is calculated only by armor type and Dexterity bonus). However, these blasts do not penetrate an *anti-magic shell* or a *prismatic sphere* until such spells are absorbed by the creature. It takes six rounds for a magic golem to dissipate an *anti-magic shell*, and seven rounds for it to disable a *prismatic sphere*.

Dispel magic has no effect on the creature, as the spell is instantly absorbed as it is cast. However, a *limited wish* will negate the creature's ability to absorb magic for one round per level of the caster, and a *wish* will do so for an hour. During this time the creature has no immunity to magic and magical effects.

Once per day a magic golem must release a *flare* of magical energy that is a result of its link to wild magic. This flare can be used as a conscious attack in addition to the golem's normal attack in a round. Roll 1d10 for the form the flare takes and consult the table below. All spell-like effects are at 16th level unless otherwise noted.

Habitat/Society: A magic golem is very stupid and easily controlled through force of will by any mage or wizard of 12th level or greater. If there is no mage of the required power to control the golem, the creature wanders aimlessly in search of a source



of magic to absorb. If a magic golem happens to stumble upon another zone of wild magic, the creature remains in the area and slowly absorbs all of its wild magic effects. The wild magic zone is totally absorbed, a process taking anywhere from an hour to a month, depending on its size. When a magic golem absorbs a wild magic zone, the creature's Hit Dice and hit points are increased by 50%; the size of the area absorbed has no bearing on this increase. After this absorption process, the golem is uncontrollable, lashing out at all who possess or wield magic for at least a week before it can be again controlled by a wizard.

Wild Magic Flare Result			
1d10	Result	1d10	Result
1	As per a <i>wand of wonder</i>	6	<i>Wall of fire</i> encircles golem
2	Magical blast (see above)	7	<i>Color spray</i> in a 360° radius
3	4d6 <i>lightning bolt</i>	8	<i>Fireball</i> centered on golem
4	Double-strength <i>light</i> spell	9	<i>Time stop</i> 100' radius
5	<i>Dispel magic</i> 100' radius	10	<i>Earthquake</i>

Ecology: The creatures need no sleep or sustenance, and as long as there is magic in the world they can continue to exist. It has been theorized that a dead magic zone, another product of the Time of Troubles, would instantly destroy a magic golem—that the dead magic area and the golem would eliminate each other, leaving a zone of normal magic function. Since magic golems are so rare to begin with, the Zhentarim have been unwilling to test this theory.

The magic golem was discovered, quite by accident, by the Zhentarim. A magic golem is formed when a mage of at least 12th level casts *detect magic*, *Rary's mnemonic enhancer*, and *anti-magic shell* in that order on himself or herself while standing in an area of wild magic. The spells themselves must escape any ill effects of the wild magic area and go off as normal. The caster then gains the ability to transform another wizard within the wild magic area into a magic golem. The victim receives no saving throw, although magic resistance applies. The new magic golem is under its creator's control, and the wild magic area is then dispelled (or, rather, it is absorbed into the golem during its creation).

The chances of a magic golem forming within a wild magic area are slim—less than 1%, given the effects of wild magic. Only three of these creatures are known to exist. All of them are under the control of the Zhentarim.

Golem, Shaboath

CLIMATE/TERRAIN:	Aquatic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	6, Sw 12
HIT DICE:	11 (50 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10
SPECIAL ATTACKS:	Engulfing, <i>wall of ice</i>
SPECIAL DEFENSES:	Immune to paralysis, poison, acid, cold, gas, <i>caused wounds</i> ; Strength or energy drain; <i>sleep</i> , <i>charm</i> , and <i>hold</i> spells; and water-based creatures, spells, and effects
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long/wide)
MORALE:	Fearless (20)
XP VALUE:	6,000

Shaboath golems are a unique creation by the Grand Savant Aboleth of the city of Shaboath. They are polymorphous watery creatures, not unlike water elementals in appearance (and are 90% likely to be mistaken for one). They are artificial watery constructs animated by a water elemental spirit, remaining under the control of the Grand Savant or another savant aboleth.

Combat: Shaboath golems are always encountered in water or on land within 60 feet of a pool or more sizeable body of water. They attack for 2d10 points of damage with a wavelike pseudopod protrusion from their amorphous bulk. The golem engulfs its target if it rolls either a natural 20 or at least +4 above the minimum required on the attack roll. An engulfed victim automatically suffers 2d10 points of drowning damage per round, minus 1 point of damage per point of Constitution above 12 (minimum damage 2 hp). A target protected by an operative *water breathing* spell or a *necklace of adaptation* will not suffer this damage, but an *airy water* spell provides no protection unless the golem fails its saving throw vs. spell (in which case the entrapped character can breathe normally, although the spell does not harm the golem). Engulfed creatures are subject to attack from the golem in melee, though it usually directs such attacks at other targets. A shaboath golem can engulf up to thirty tiny creatures (size T), ten small creatures (size S), four medium creatures (size M), or one large target (size L). Once per turn, a shaboath golem can create a *wall of ice*; it usually creates a horizontal wall in the air, dropping it on enemies not in water for 3d10 points of damage to each.

Shaboath golems are immune to all Elemental Water effects and cold-based spells, to paralyzation, poisons of all kinds, acid, *caused wounds*, Strength and energy drains, and gaseous attacks. They cannot be *polymorphed* since they are themselves almost formless. Like all golems, they are immune to any form of mind-affecting or mind-controlling spells. They do have some weaknesses, making all saving throws against fire-based attacks at a -2 penalty. A *transmute water to dust* spell will destroy a shaboath golem utterly if it fails a saving throw vs. spell; if it succeeds, the golem loses 3d6 hit points or half its



current hit point total, whichever is the greater number. The golem is also immune to any and all attacks from creatures from the Elemental Plane of Water.

A shaboath golem never becomes uncontrolled in any manner, and in this respect it is similar to a greater (iron, stone) golem.

Habitat/Society: The shaboath golem is an automaton with virtually no independent volition or ability to make intelligent choices of action for itself, save for self-defensively attacking creatures attacking it. It is wholly under the control of its master. However, the golem can be given orders to guard or protect some area and to attack any creatures of certain types entering the area, provided such instructions are simple ("attack any non-aboleth" or "attack any non-aboleth or any non-illithid"). Complex instructions, or conditional ones ("attack any non-aboleth unless the creature is wearing a red robe and has gray hair"), will fail utterly. It is also capable of making rational combat choices and usually employs its *wall of ice* attack before entering melee.

Ecology: Golems neither eat nor sleep and play no part in the ecology of the world they occupy.

The shaboath golem is created by a unique process which involves use of the spells *animate water* (similar to the 7th-level priest spell *animate rock*, but the aboleth variant is a water-based wizard spell), *conjure (water) elemental*, *elemental aura (water)*, *wall of ice*, and *wish*. A *bowl of commanding water elementals* must be used in the creation of a shaboath golem, and this item is consumed during the manufacture of the automaton. Creation time is believed to be some 1d4+8 weeks, and the cost is some 60,000 gp. It is only possible for the Grand Savant Aboleth to create these unique water-based golems; other wizards only know the secrets of creation of golems crafted from Elemental Earth, making the production of this automaton a unique secret of the aboleth.

*This spell can be found in the *Tome of Magic*.

Hag, Bheur

CLIMATE/TERRAIN:	Cold regions (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day or night
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil (D)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	12, fly 48 (A)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/2d6
SPECIAL ATTACKS:	Staff of frost
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M
MORALE:	Fanatic (17)
XP VALUE:	6,000

The bheur, or blue hag, of Rashemaar legend is said to be the bringer of winter, capable of spreading deadly cold over a wide area. Rashemaar tales are uncertain whether there is only one bheur or many, but in all stories she is a powerful and malevolent creature who serves the useful purpose of helping to bring winter. She is invariably defeated and driven off each spring.

In most stories the bheur resembles a hideous, wrinkled old crone with pale blue-white skin and snow-white hair, wrapped in a tattered gray-blue shawl. She carries a gnarled gray staff taller than she is, and her voice howls of icy winds.

Some stories tell of the bheur and orglash (ice spirits) working in concert to mislead, attack, and devour travelers. No one knows whether these tales of cooperation between the blue hag and orglash are true; witnesses are unlikely to live to tell the tale.

Other legends speak of epic battles between high-ranking *wychlaran* (the Witches of Rashemen) and the bheur, and of the early onset of spring as a result of victory by the Witches. The Witches themselves believe that the bheur is a natural part of the land and serves a useful purpose, but they will fight the blue hag if she begins to act arbitrarily or cruelly. As the Witches say, winter is the best part of the year, but even winter pales in the month of Hammer.

Combat: The bheur fight by laying their cold palms upon victims, causing intense pain and 2d6 points of damage from pure frost. Flame-based creatures take double damage.

A bheur carries her *staff of frost*, which functions in the same manner as a *wand of frost* save that it never needs recharging. The staff functions only for a bheur; out of her hands, it is useless. If a bheur's staff is lost or destroyed, she must leave the Prime Material Plane for a year in order to regain a new one.

The bheur is entirely immune to all cold-based attacks and suffers only half-damage from fire-based attacks, but she sustains double damage from acid and electricity. The bheur is thus reluctant to engage wizards who use such spells in combat.



Habitat/Society: Some claim that the bheur themselves bring the cold, others that the cold draws the bheur.

As the skies turn slate-gray and snow swirls down from the sky, driven on howling winds, the Rashemaar shut their doors tightly, make certain that they have laid in enough wood and food for the winter, and cower in the terrible weather. During this time the bheur is abroad, and most Rashemaar fear her greatly.

Like the dreaded *uthraki* shapechanging spirits, bheur prefer to prey upon lone travelers, freezing them and devouring their frozen bodies. The bheur is also said to sneak into people's homes if the doors and windows are not properly sealed, where they snatch away young children or unsuspecting residents. Such stories are probably cautionary tales against leaving windows and doors open, but they usually do the job keeping young Rashemaar in line for fear of the blue hag.

Ecology: No one has ever seen two blue hags together, leading to a widespread belief that there is only one bheur in all of Rashemen. After freezing victims, the bheur dines on the icy corpses, and it is said that anyone who sees a bheur devour its victim may be struck blind or driven mad. Characters who witness such an act must successfully save vs. death magic or be blinded (75%) or driven insane (25%). Insane characters flee (50%), attack anyone nearby, friend or foe (30%), or collapse in a catatonic heap, incapable of speech or movement (20%). The madness lasts 2d6 days unless the victim receives a *cure disease* or *remove curse* spell.

Head, Arcane

CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	13
ARMOR CLASS:	3 (7)
MOVEMENT:	Fl 15 (C)
HIT DICE:	2
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (bite)
SPECIAL ATTACKS:	Bash
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	T (1' tall)
MORALE:	Elite (13)
XP VALUE:	270

Arcane heads are the severed heads of wanderers whose physical bodies die in the Nightmare Lands, specifically the Terrain Between. The heads are then magically animated by Mullonga, the aboriginal witch of the Nightmare Court. A flock of 13 arcane heads serve Mullonga, searching for physical wanderers traveling in the Nightmare Lands.

An arcane head looks much as it did in life, except that it has no body. Its eyes are empty and white, and a supernatural glow surrounds it. Its teeth are much sharper than those of a normal human, and its neck has been sewn shut where it was severed from its body. An arcane head moves through the power of magical flight, tracing mystical patterns in the air as it travels. When the mystic patterns of several heads are combined in a specific way, a portal opens through which Mullonga may travel to reach her ghastly servants.

The only sounds made by an arcane head are low, pathetic moans and the grinding of sharp teeth. It appears they can communicate with Mullonga in some way, but they do not speak or otherwise talk to their victims.

Mullonga

—From the Journal of Dr. Illhousen

"Mullonga appears as a hunched, leathery, brown-skinned witch dressed in animal skins and carrying a gnarled staff. Her eyes are clear and deep, peering out from the wrinkled folds of her dark skin. She may seem to be a primitive shaman of some sort, an aboriginal old woman who is so small as to be harmless, but she is neither of these things. She is evil and malicious.

This villainess thrives on fear and apprehension. Her dreamscapes are sinister, foreboding places, often devoid of other inhabitants save those with sinister intent. Dream seeds who suffer from terrible phobias are the fodder of Mullonga's voracious appetite.

There are many things to be afraid of across the land, but when that fear controls you, or paralyzes you even when not confronted by its source, you may fall prey to the machinations of Mullonga. Even such simple fears as the fear of common animals or speaking to crows may be twisted into a horrible dreamscape by this member of the Nightmare Court.

The witch puts her victims into bizarre, twisted dreamscapes filled with representations of whatever they fear the most.



Combat: Arcane heads always attack in a flock, flying around their victims and darting in to bite or bash. On the first round of combat, the heads dive at a victim, trying to employ their special bash attack. A bash attack requires a successful attack roll. It is actually a magical attack that inflicts no physical damage. Instead, the victim must make a saving throw vs. spell or be stunned by the touch of the head's arcane aura for 1d4+1 rounds. Stunned characters suffer automatic bite damage every round from any arcane heads that attack them.

Each head bites for 1d6 points of damage. The speed and small size of each head accounts for its Armor Class. If held in place (such as by a *web* spell), a head only has an AC 7.

In addition to flight and the bash attack, the heads use their arcane powers to open a magical portal controlled by Mullonga. It takes at least five heads spinning in unison for 1d4+1 rounds to open the portal. Mullonga can step through the portal or use it to transport wanderers into a dreamscape.

Habitat/Society: When not prowling the dark hours on behalf of their mistress, the flock of arcane heads rests in one of the tenements in Mullonga's ever-shifting Ghettoes. There are never more than 13 heads in the flock. If any are destroyed, the witch makes an effort to replace them as soon as possible. The heads serve as Mullonga's spies throughout the Terrain Between, checking on the activities of dream spawn, wanderers, and even the other members of the Nightmare Court. The heads specifically search for wanderers so that Mullonga can use them in her arcane experiments. If she has no immediate use for a wanderer, he or she is cast into a dreamscape for safekeeping.

Ecology: As supernatural creatures, arcane heads have no place in the natural order. They feed on the flesh of physical beings, preferring the taste of live wanderers though they also sustain themselves with the flesh of lost souls created in the Terrain Between.

Worse, while the source of the phobia may be everywhere, it will likely be some time before the prey encounters it. Mullonga cackles gleefully while her victims fervently hope to avoid the terrors they know are out there. This continues through several different dreams, the source of the fear drawing closer and closer each night. When the source finally reveals itself, it is almost a relief to the shivering shells of the dream seeds that remain. Among her favorite tools are the arcane heads.

In the center of the Nightmare Lands, in the City of Nod, Mullonga can be found in The Ghettoes, a section of Nod even older and more decrepit than the rest. The Ghettoes consist of ramshackle tenements with narrow streets and twisting alleys. It is a dark, confusing area, which rarely rests in one position long. The entire district roams Nod like a hungry predator, taking those within along for the ride. Unspeakable things stalk loathsome shadows, just slow enough to be caught from the corner of the eye. The very alleyways constantly shift to block the traveler's way or lead him deeper into the Ghettoes. And somewhere at the heart of the Ghettoes waits Mullonga."

Favored Powers: Alter perception, ego assault, polymorph, slow.

Hound of Ill-Omen

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Non- (0)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	48
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' at shoulder)
MORALE:	Fearless (20)
XP VALUE:	0

The hound of ill-omen is one of the many beasts that the gods use to punish mortals who have offended them in some way. Its appearance normally portends the death of the viewer, although there have been a few mortals who claimed to have survived such an encounter with their deity's agent of doom.

A hound of ill-omen never appears to punish a mortal for a minor transgression against a god. Its appearance indicates a major transgression on the part of the subject creature that needs to be addressed by the direct involvement of the deity's servants.

Combat: The hound is a fearless creature that does not attack its chosen individual directly. Instead, it simply appears within a ghostly haze before the individual and howls once. While all creatures within 120 feet can hear the howling, only the intended individual can see the creature without use of magic.

All creatures who both view the hound and hear the howl are subject to its terrible effects. The howling causes the next 1d10 wounds suffered by the creature to cause four times their normal damage. Until all 1d10 wounds have been inflicted, no healing magic of any kind functions for the affected creature. A *remove curse* spell cast by a priest of at least 12th level within one turn of the hound's howling reduces the number of wounds to half the normal amount (1-5; round up). The quadruple damage remains unchanged, however.

Those subjected to the howl don't necessarily understand the nature of the curse bestowed by the hound. Instead, they receive an empathic feeling of death and dread and are immediately made aware of the transgression against the deity. Until first struck in combat, a cursed creature most likely has no idea of how the god plans to exact its revenge for the transgression.

Self-inflicted injuries (or injuries inflicted by others in an effort to circumvent the god's curse) do not reduce the number of wounds that must be suffered, though each still causes quadruple damage against the affected creature. Only injuries sustained outside of the creature's ability to control will fulfill the conditions of the curse.

Once it has howled, the hound turns away from its victim and slowly pads off into the mists. Only those who can see the hound can attack it; the hound of ill-omen is immune to all attacks directed against it by those who can't see it.

Slaying the hound is a simple task, but the penalties for killing the god's messenger are equally severe. Those directly



involved who were not subject to the howl are suddenly affected as if they were. When the hound of ill-omen dies, the god who sent the hound knows who planned to attack it, so even if the first attack killed the hound, or one or more of the attacks miss, all who attacked or planned to be affected as if they had actually delivered the killing blow.

If the victim of the initial howling also participated in the attack, its effects on him are doubled and *remove curse* has no effect in reducing its severity. In addition, there is a 70% chance that the god will send another servant (such as a deva or aasimon) to deal with the transgressor.

Habitat/Society: A hound of ill-omen serves its respective deity on that power's home plane of existence. It has no other responsibility than serving its power, and it is unique in that regard (no power has more than one hound of ill-omen). If a hound of ill-omen is slain, it reforms on its deity's home plane in 1d4 days.

Ecology: The hound of ill-omen feeds from the power of its patron deity, requiring no other nourishment in the fulfillment of its duties. It has no natural enemies, nor do the minions of other deities interfere in its travels or missions.

Some sages believe that the hound is not an actual creature at all, but a manifestation of the will of the deity. There is, unfortunately, small chance of putting the matter to a test.

Human, Cerilian

	Anurien (Knight)	Brecht (Tradesman)	Khinasi (Soldier)	Rjurik (Berserker)	Vos (Mercenary)
FREQUENCY:	Rare	Common	Common	Uncommon	Common
TREASURE:	L, M	1–100 gp	1	Nil	L, M
ALIGNMENT:	Any lawful	Any	Any	Neutral	Lawful neutral
NO. APPEARING:	1–20	2–12	10–100	10–100	10–100
ARMOR CLASS:	2 or 4	8	8 to 4	8 to 6	7 to 4
HIT DICE:	2+	1–6 hp	1–6 hp	2–7 hp	2–8 hp
THACO:	19 or less	20	20	20	20
MORALE:	Elite (14)	Steady (11)	Steady (10)	Fearless (20)	Steady (12)
XP VALUE:	Varies	15	15	15	15

This is a short guide to the humans of Cerilia, home of the BIRTHRIGHT setting. As characters from this setting venture forth, they might be encountered nearly anywhere, particularly if interworld gates or far-ranging spelljamming is common. Nearly all of the general types of humans listed in the *MONSTROUS MANUAL* Tome exist in Cerilia.

Anuirean

These people are native to the southwest portion of Cerilia. The ancient Anuireans were a fair-skinned, red-haired people, but they have mixed with the other Cerilians over the centuries, so that blond, brunette, and black-haired Anuireans are at least as common as the original stock.

Their culture is semi-feudal and based on a class of free farmers and craftsmen. Local rulers are usually titled nobles. The Anuireans respect nobility and look to their leaders to protect them from the barbarians and savages who surround the states of the old Anuirean Empire.

Wizards are in general mistrusted, though one in the service of a noble is tolerated. Bards enjoy the role of herald and

lore-keeper, and are welcomed and well-respected. A lively rural tradition includes robber barons and infamous outlaws.

Commoners identify strongly with their lords, and the dealing and alliances of the noble families are topics of continuous discussion throughout Anuirean lands. While the squabbling feuds of petty lords prevent a return to the Anuirean's lost imperial greatness, their armies of mounted knights, well supported by men-at-arms and court mages, are difficult to beat.

A typical Anuirean field force has 25–40% knights, 30–50% professional infantry (mostly pike or spear-armed, though up to half might have longbows), and 25–40% feudal levy infantry. Both paladins and rangers might be found in such a force, though not in particularly great numbers.

Brecht

These short, stocky, dark-haired people live in north-central Cerilia. Early in their history, they were under the rule of Anuirean governors. During this time, Brecht nobility declined drastically in power and importance. When the Empire fell and the Brechts gained independence, the guilds and merchants came into power. The current nobility is weak, and several states have declared themselves republics. Many Brechts are seafaring traders.

The magical arts are mistrusted, most often finding an outlet in scholarly disciplines such as alchemy or the fabrication of more mechanical inventions. Bards are viewed as wastrels, whose works are pretty, but ultimately frivolous and lacking solid value. They are tolerated, but considered a bad example for the young.

The Brechts believe in free enterprise, and Brecht society revolves around wealth. The Brechts have a fierce love of independence and a tradition of self-reliance; they don't wait for their lords or rulers to solve problems for them. Commerce and trade are expressions of this belief, and Brecht commoners owe their first loyalty to guilds and companies.

The Brecht are conservative and pragmatic, preferring to bargain their way out of trouble if possible. While not entirely cold to the needs of others, they tend to weigh the costs and benefits of their actions; they are not given to heedless generosity or wild gambling. They are comfortable with their own lifestyle, and slow to adopt the ways of others.

A typical Brecht field force has 10–20% knights, 40–50% professional infantry armed with pike or crossbow, and 20–30% militia. The leaders and front ranks of pikemen are the most heavily armored, and Brecht foot soldiers are generally steadier than their Anuirean counterparts. Paladins are rare, but rangers are rarer. The strength of such a force is often in its masses of pikes, though lighter raiding forces might be landed by sea to harry the coastal towns and farmlands of a foe.

Khinasi

These people come from the region called Khinasi and speak a language called Basarji. They are tall and lanky, with aquiline features and dark eyes. Their complexions range from a light coffee to a dark brown.

Men wear loose-fitting breeches of light colored linen or silk, a broad sash of colorful fabric, and a tight-fitting high-collared shirt with half- or three-quarter length sleeves. Colorful vests are common and wealthy men wear lavishly decorated shoes. Women's dress is similar, but cover the legs to the ankle and arms to the wrist for decency. It is considered improper for either gender to appear in public without a head covering, generally a cap, scarf, turban, or light veil.

Unlike the other human cultures of Cerilia, the Khinasi have no fear of magic. The study of magic is considered the noblest of callings, but raising or communicating with the dead is strictly forbidden.



Human, Cerilian

Khinasi bards are not respected, being mostly poor wanderers of dubious honesty. They lack the status of Anuirean bards, and are commonly considered vagrants and thieves. Professional storytellers, however, are highly respected.

Thieves' guilds are vigorously rooted out by Khinasi city governments, though some operate successfully. The culture has a long tradition of hidden cults and guilds of assassins, though most Khinasi view their activities with horror.

Like the Brechts, Khinasi commoners are traders and merchants, but an individual's decorum, hospitality, conduct, and ability to entertain lavishly are far more important than wealth. Piety, politeness, and eloquence mark high breeding and wisdom, and Khinasi disputes are marvels of suggestion. Khinasi aggressively assimilate aspects of other cultures they find useful, yet maintain a core lifestyle that is their own.

Many Khinasi sprinkle everyday speech with brief prayers for success in routine ventures, blessings on passing strangers, and invocations of divine favor for great enterprises. Swearing in a deity's name is a horribly crude and barbaric act. Slavery is unknown; a person of skill might rise without limit with hard work and a little luck. Khinasi rulers are skilled in diplomacy and subtle. The highest noble titles include emir, satrap, sultan, and khan.



In war, the nobles fight as mailed cavalry mounted on medium horses, armed with lance, scimitar (or saber), and javelins. Khinasi professional warriors wear chain mail and carry scimitars, while Khinasi militia is generally unarmored. Typical militia weapons include spears, clubs, daggers, and composite bows. Seafarers and herders typically wear leather armor and might carry a cutlass or short sword, sling, or dagger.

A typical Khinasi field force has 30% medium cavalry, 20–30% light cavalry, and 40–50% split between spear-armed militia levies, archers, and irregular light troops such as hillmen or marines. Paladins are as common as in Anuirean armies, rangers tend to be from hills or deserts instead of forests.

Rjurik

These tall, broad-shouldered people live in the forests and highlands of northwestern Cerilia. They have blond or red hair and fair complexions. Men and women most commonly wear their hair in long braids.

The Rjurik are stubborn individualists who don't swear fealty to anyone but their own kin; the family is the most important part of Rjurik life. The local rulers are jarls, though druids hold the real power.

The Rjurik are suspicious of wizards and outland priests and may treat them roughly or subject them to crude pranks if given cause. Bards are called *skalds*, and are the keepers of history and lore. A bard can find a ready hearth in all but the meanest of Rjurik halls.

Most Rjurik follow the god Erik, a druidical power, and druids are revered throughout Rjurik society as teachers, leaders, and advisers. All Rjurik have a deep respect and love for Cerilia's wilds, and carefully avoid over-hunting or clearing virgin forest.

A typical Rjukik force has 20–25% elite warriors under the overall chieftain, 25–40% experienced warriors trained to fight in close order, 25–30% irregular warriors with light weapons, and up to 25% light archers. The war chief, war band leaders, and their immediate retainers have the best armor, usually chain mail, and the war axe is a favored weapon. There may be a scattering of berserkers, but no rangers or paladins.



Vos

The Vos are a barbaric race from the cold mountains and forests of northeastern Cerilia. They are a tall, thick-boned people with flat features, light eyes, and sallow skin. Male warriors are fond of shaving their heads and wearing long, drooping mustaches. Their dress is rough, often quilted, and heavy furs are worn against the bitter cold.

The Vos have a rigid code of face and honor that demands blood for even unintentional insults. Their leaders are war-chiefs known as *tsarevos* who are advised by the priests of the grim Vos gods. Almost all Vos men are warriors and hunters—other professions are considered unmanly. Vos women are by custom greatly limited in their freedoms, although a few women have succeeded as warriors or *tsarevas*.

Magic is the prerogative of the nobility—wizards are feared by the people. However, no noble would throw away a peasant skilled in magic who could be useful against his enemies.

Vos live in lands bitterly contested by orcs and similar humanoids, and harsh conditions have bred a harsh people. Their rulers are visionary priests of dark and bloody gods who encourage continual warfare against each other and the enemies surrounding them. Though the Vos don't believe in mercy, they understand compassion—while they hunt their

enemies ruthlessly, true friends are treasured.

A typical Vos field force has 25% lizard riders (exceptionally mobile in snow), 50% close order footmen, and the rest archers or irregular light infantry. Because paladins and rangers are nearly unheard of and wizards and priests are rare, Vos war leaders compensate by becoming masters of stratagem and treachery. Two key strengths of the Vos



are the stoic capacity to function in spite of extreme privation—lack of food, shelter, warmth, and equipment—and an extraordinary discipline and march endurance. It is not unusual for a Vos army to outmarch a conventional force of cavalry, and more than one encamped Vos army has slipped away in the night without alerting vigilant enemy scouts.

Hybsil

CLIMATE/TERRAIN:	Temperate forest, plain, or hill
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	I, K
ALIGNMENT:	Lawful good

NO. APPEARING:	1-6 (8-64)
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Sleep arrows
SPECIAL DEFENSES:	+4 to all saving throws, immune to poison, limited thief abilities in forest terrain, <i>continual light</i> , <i>ventriloquism</i> , <i>pass without trace</i>

MAGIC RESISTANCE:

SIZE:	S (3' tall)
MORALE:	Average (9-10)
XP VALUE:	420

Guard	975	Ranger	3,000
Leader 4th	1,400	Leader 6th	3,000
Leader 5th	2,000	Leader 7th	4,000

Hybsils look like a cross between a small antelope and a pixie, brownie, or sprite. These antelope centaurs can be found in large forests or small woods across the Heartlands, and often venture into nearby plains or hills to hunt or forage. The color of the antelope body ranges from dark gray to chestnut brown, and sometimes sports small spots, white tail, white or tan striping, or dark socks and tail. Male hybsils grow antlers and shed them seasonally. Hybsil ears are pointed and graceful, with a small tuft of hair on their tips.

Hybsils are somewhat xenophobic, preferring the company of their own kind. In the Realms, they have been sighted in the Border Forest, the Reaching Woods, and the Trollbark Forest.

Combat: Hybsils fight with daggers, short swords, or short bows. Hybsils coat their weapons with a rare plant juice blend that causes sleep for 1d4 hours. The victim is allowed a saving throw vs. poison at -4 to avoid the effects. Hybsil bows have normal short bow range, and their arrows inflict flight arrow damage (1d6), in addition to the sleep effect.

Hybsils have inherited some of the powers of their fairy cousins. Once per day a hybsil can use the following spell-like abilities: *continual light*, *mirror image*, *pass without trace*, and *ventriloquism*. Hybsils gain a +4 bonus to all saving throws and an immunity to all poisons due to their fey nature and an extremely high Constitution.

Because of their familiarity with forests, hybsils have a 75% chance to hide in shadows and move silently when in any forest. They also have a 50% chance to find and remove traps or snares when in an arboreal environment. In addition, once a day for one turn, a hybsil can break into a gallop and travel at the rate of 21.

Habitat/Society: Hybsils live together in closely knit tribes of up to 80, but rarely less than 20, members. Young male hybsils sometimes break away and attempt to start their own tribe if a tribe's numbers total more than 50. Hybsils are seminomadic and may roam over vast forests or plains, either in search of



food or to preserve their isolation from other sentient species. Because of this tendency to roam, most hybsil tribes live in or near large forests and grasslands.

Male hybsil are in charge of hunting, gathering, and protecting the tribe from external invaders. Female hybsils rear and educate the young, preserve tribal lore and traditions, maintain an oral history of the tribal range, and care for the injured and the sick. Females can wield weapons as the males do when necessary, but in general do not do so on a day-to-day basis. Female hybsils are seldom encountered outside of their tribe's home camp or village unless searching for a stray young one or on a special quest.

Every tribe of hybsils has a leader of 4th-7th level who is either a druid (60%) or a mage (40%). For every 30 or more hybsils in a tribe, there will be 1d4 hybsils with 3 HD who are charged solely with guarding the tribe. A tribe of 50 or more hybsils will also have a mighty warrior who has 5 HD and the all skills of a 7th-level ranger.

Ecology: Hybsils eat fruits, berries, roots, and small mammals that they hunt. They live for up to 50 years, and those with spellcasting abilities have been known to live well past 70 years of age.

Hybsil antlers are said to have magical powers, and have fetched as much as 100 gold pieces from certain wizards, sages, and alchemists. Since hybsils shed their antlers every year, it is not necessary to injure hybsils to obtain their horns. However, since hybsils do not like people trespassing on their territory, it is often difficult to gain permission to gather shed antlers, or to befriend a male hybsil and convince him to give one away.

CLIMATE/TERRAIN:	Any land or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Family Pack (10% solitary)
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (4)
TREASURE:	Nil (except as guardian)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1-8
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d8 (x4 claws)/2d8 (bite)
SPECIAL ATTACKS:	Fire breath
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	40%
SIZE:	G (40' + long)
MORALE:	Special
XP VALUE:	5,000

Ibrandlin, or *lurkers-in-darkness*, as they are formally called, are creatures created from fire lizards by human clerics of the god Ibrandul (see Ecology below). They look like fire lizards with long, thick tails, in other words: elongated, wingless red dragons. Ibrandlin have gray-scaled bodies, with red-and-brown mottled backs and reddish undersides. Hatchlings are light gray all over, their scales darkening with age.

Combat: Ibrandlin attack with a lethal combination of raking claws and a vicious bite. Their serpentine bodies rear up on their tails to enable them to use all four claws, and they can simultaneously claw and breathe fire. Their fire breath is usable every fifth round: a cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long. The breath inflicts 2d6 points of flame damage upon all creatures it touches, half damage if a successful saving throw vs. breath weapon is made. Although an ibrandlin does not use its bite attack in the same round that it breathes fire, the bite attack roll is used in one special case. A being right in front of the creature's maw when it breathes (and not immune to fire) suffers full flame damage—12 hit points, no save allowed—if a bite attack roll is successful. Ibrandlin are naturally immune to fire-based attacks.

Ibrandlin can climb, albeit slowly (MV 6), can pry open doors, and carry prey or objects. They lack the intelligence or precise control to wield magical items, but can duplicate an action they have just seen performed, such as hurling a *javelin of lightning* or throwing a missile from a *necklace of missiles*. An ibrandlin throwing an item has a -3 penalty to its attack roll. If the attack misses, roll an additional 1d10 to decide how far in feet the impact location is from its intended target.

Ibrandlin can pin creatures with a successful THACO roll. This replaces 3 claw attacks during the round, and means that the creature has rolled its massive bulk atop a foe, using its legs to distribute most of its weight. Pinned creatures that lie quietly (verbal-only spellcasting possible) will be unharmed. Creatures that move or fight will



Sect of Ibrandul

Ibrandul, whom most adventurers have probably never heard of, is the "God of the Dry Depths," (called "The Skulking God" by nonworshippers) a god of caverns and dungeons and the Underdark. Worshippers in Calimshan and other areas of The Shining South claim that Ibrandul watches over humans who must venture into hostile underground areas, aiding and guiding those who serve him, when they are in need.

This small, chiefly chaotic neutral sect is expanding, its power steadily growing since the Time of Troubles. Thalandar, the high priest of Ibrandul, is famous in Tashluta for his impassioned "Who will lead you in the darkness?" sermons. He is trying to establish Ibrandul's worship as a powerful and respected faith in Waterdeep, located as it is over a vast and famous dungeon of underground rooms and powers. Player characters will begin to hear his proselytizing message, second or third-hand, in the taverns of the City: "Ibrandul guides you in the dark ways, drives away some dwellers in the darkness who would do you harm, and from time to time reveals great treasures to those who venture into the depths."

Unknown to all the worshippers, Ibrandul was killed by the hand of Shar. She always jealously guarded her portfolio of darkness and her worshippers, and when Ibrandul was weakened tremendously during the Time of Troubles, Shar killed him for daring to subvert followers of the dark away from her worship. After the gods ascended to the heavens, Shar acquired the power and portfolio of Ibrandul.

She keeps watch over the sect of Ibrandul and grants the clerics their spells. She is pleased with their work and uses her power to help the ibrandlin breed true. She is currently influencing Thalandar to spread the word of Ibrandul to Waterdeep, appearing to him in dreams. Shar's guise as Ibrandul is quite useful to her, allowing her to subvert the worship of her hated enemy Selûne without drawing attention to her most faithful worshippers, the nightbringers. Waterdeep is one of the seats of Selûne's power, and Shar/Ibrandul enjoys the delicious irony of secretly eroding the power of the Lady of Silver. Whether they call her Shar or Ibrandul, she values her worshippers of the night. The ibrandlin are her gift, guardians of the night's faithful.

Ibrandlin

find the ibrandlin's full weight on them will take crushing damage of 1d4 points each round. Trapped creatures can move slightly but incur a penalty of -3 on attacks and damage. A single ibrandlin can pin and entrap up to five man-sized creatures.

To escape a lurker's pin, a successful Strength check and a successful Dexterity check in the same round are both required, even if the ibrandlin is dead; the Strength check allows the character to lift the creature's bulk away, and the Dexterity check gives the chance to roll free from under the monster. A *held* or paralyzed ibrandlin's flesh hardens: add a +10 penalty to the ability check rolls of a would-be escapee.

Habitat/Society: These creatures are trained from birth to revere and protect men and women wearing the vestments of Ibrandul—dark purple robes or tunics with four interlocked silver circles—and to guard a lair, usually a temple, against intruders.

Always used as guard lizards, ibrandlin are found wherever priests of Ibrandul place them. The lizards themselves prefer subterranean lairs or dark interiors of buildings and usually sleep 50% of the time. They can tolerate wide extremes of temperature, and they also react instantly to any situation when awakened. Hatchlings are always taken from the birthing area by priests for training.

Ibrandlin do not hoard treasure. They form family groups with all inhabitants of a temple, working as a team to guard the common items and splendors of their home lair. An ibrandlin removed from its lair, if it remains on the same plane, will always know the direction home, and will slowly, doggedly travel back. Ibrandlin who lose their masters will aggressively defend their lair, even if it is in ruins. If new individuals arrive clad in the familiar vestments of Ibrandul, the lost lurkers will readily accept new masters. Ibrandlin are trained to understand both one word verbal commands and gestures: "Attack!" "Defend!" "Eat" "Don't Eat" and "Stand Guard" (that is, don't let this creature move) are by far the most common.

Ecology: The god Ibrandul imparted secret breeding processes and transformation spells to his most faithful followers over the centuries, enabling them to create loyal temple guardians from captured fire lizards. Priests of Ibrandul are very excited: after hundreds of years, their artificial-created "lurkers-in-darkness" are beginning to breed true, producing ibrandlin rather than hatchling fire lizards.

Ibrandlin ordinarily eat cows, lame horses, and other livestock that priests procure, and seem immune to diseases, poisons, rot grubs, and other parasites. They can be fed meat that would otherwise be buried or burned. They have no real enemies, although wyverns and dragons have been known to attack them. Their eggs are worth 5,500 gp, hatchlings 8,000 gp—both purchases carry the enmity of all priests of Ibrandul, who will try to seize them by all possible means.



CLIMATE/TERRAIN:	Limbo or any
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Average
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Chaos
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2' tall)
MORALE:	Fearless (19)
XP VALUE:	175

Chaos imps are small, perverse creatures, native to the wild and turbulent forces of Limbo. They are rarely more than two feet tall and monkeylike in proportion. Beyond this, little is consistent in the appearance of these creatures. Their noses and ears are huge or small, sometimes lop-sided on the same imp. Face and expression change with the creature's fancy. Over time, travelers have confused them with mites, mephits, gremlins, and a host of other equally small and pestiferous creatures. The only sure identification comes too late, after the imps have wrought their harm.

Combat: Combat seems hardly a fair description when a nest of chaos imps attack. Chaos imps are hardly interested in their opponents at all. The imps don't want to fight; they only want to infest an individual's gear. Chaos imps can meld with nonliving objects so that imp and object are one. This power works only on non-Limbo matter and only on inanimate objects. Objects imbued with an intelligence or a spirit, such as an intelligent sword or an iron golem, cannot be infested. A tree formed from the primordial soup of Limbo by a character's will can't be infested by a chaos imp; a plain sword +1 from elsewhere can. Chaos imps naturally sense the differences between materials, always choosing stable matter over unstable.

As a matter of taste, the imps prefer substantial objects—swords, shields, pots, spikes, and armor—over flimsier articles such as clothing, cloaks, boots, and scrolls. They are always drawn to magical items, however, and seek to meld with these in preference to other things.

To infest a nonmagical object, the imp needs only touch it for one round. Magical items have a saving throw of 14, improved by one for every +1 or additional power the item has. At the end of the round the imp is absorbed into the item, its essence flowing like water into it. The merging causes no change in the physical properties of the item: mass, shape, density, and function all remain the same. Even the magical power of an item remains unchanged. Infested items don't radiate magic (unless already magical) and behave no differently as long as the item remains in Limbo. Only when a chaos

imp believes it is off the plane will the creature reveal itself.

Whenever possible chaos imps attack by stealth, slipping into objects when the characters are distracted by other things. If forced or discovered, they make a direct attack. They have no ability to physically harm a character, but fighting them is still difficult and dangerous. Normally if forced to fight, the whole lot of them swarms a single character, one attempting to distract while the others complete their infestation. Even battling an imp is risky, since any blow may allow the imp to infest the character's weapon. Since the contact is fleeting, the item is allowed a base saving throw of 10 to avoid the effect.

The chaos imp has the power to transform its host on a whim. For all practical purposes, the character is actually carrying a little bit of Limbo's chaos-stuff with him. When a fighter reaches for his sword he might draw an empty snakeskin or a bowl of pudding. Transformed objects are roughly the same mass, but that is the only limitation. Unless the character maintains mental control over the object's form (the same as he would over Limbo), it unexpectedly transforms. The imp can also speak from within the item.

There are two ways to get rid of a chaos imp. The first is to destroy the item; this causes the imp to flee. For example, drinking an infested potion would cause the imp to suddenly spring from the bottle. The second is to cast an *abjure*, *animate object*, *banishment*, or *dismissal* on each object. This forces the imp from the item, although it instantly attempts to merge with the nearest object. A *dispel magic* forces out all imps within the spell's area of effect in addition to its normal operation. Once "deimped," characters should run. Distance is the best protection.

Habitat/Society: Chaos imps on Limbo are always encountered in nests—these are nothing more than inert bubbles. Only when a host comes with range do the imps actually take form and attack. Chaos imps don't reproduce by any known means; it is quite likely that they spontaneously appear throughout the plane. Off Limbo, the imps eventually dissipate if driven from their host and bereft of any other object to inhabit.

Chaos imps are mischievous and clever, and appear to have two main goals. The first is to escape their plane, but they can leave Limbo only within an object. Thus, they lie dormant in infested items until they believe they are off Limbo. Experienced Limbo travelers try to trick infesting imps into revealing themselves by pretending to be off the plane. The image of another plane must be imposed on Limbo (requiring a check to impose one's will). The DM then secretly makes another check (again using the character's skill) to see if the image is convincing to the imps. If it is passed, the imps reveal themselves in 3d6 turns. Otherwise, they are not fooled by the attempt.

Second, as befits their origin, they delight in creating chaos and confusion at every chance. It is quite probable that they are carrying out the will of the powers of Limbo in spreading the dominion of chaos.

Ecology: As impractical as these creatures are, there are those who find a use for them. Certain planar factions (particularly the Anarchists and the Xaositects), various fiends, and tricksters enjoy bestowing infested "gifts" on their enemies.

(Chaos imp illustration to left)

Ixitxachitl, Ixzan

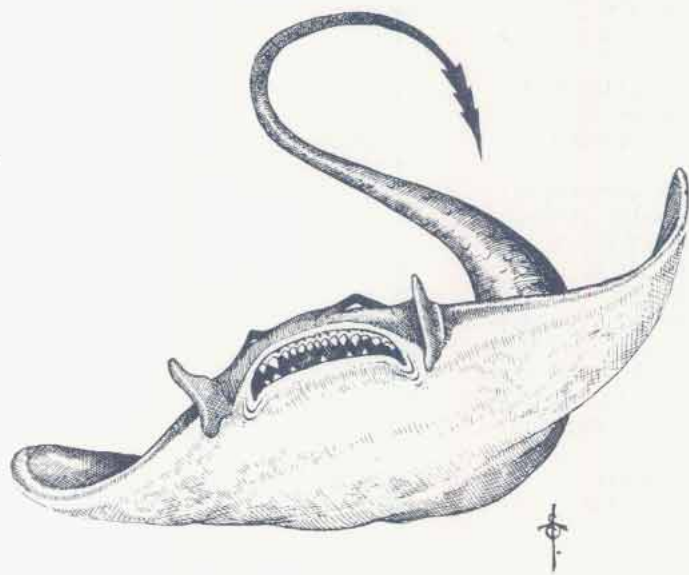
CLIMATE/TERRAIN:	Underdark lakes
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any (day)
DIET:	Omnivore
INTELLIGENCE:	High to Genius (13–18)
TREASURE:	Nil (P, R, S)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3–10 (1d8+2) or 20–101 (9d10+11) in lair
ARMOR CLASS:	4
MOVEMENT:	3, swim 12
HIT DICE:	1+1 to 6+6
THACO:	1+1, 2+2 HD: 19 3+3 HD: 17 4+4, 5+5 HD: 15 6+6 HD: 13
NO. OF ATTACKS:	1 (2)
DAMAGE/ATTACK:	1+1 to 3+3 HD: 2d4 (+1d8) 4+4 to 6+6 HD: 3d4 (+1d10)
SPECIAL ATTACKS:	Nil (see below)
SPECIAL DEFENSES:	Half damage from blunt weapons (unless +3 or above), +4 saving throw bonus against illusions and Elemental Water
MAGIC RESISTANCE:	Nil
SIZE:	1+1 to 3+3 HD: M (5' wingspan) 4+4 to 6+6 HD: L (7' to 10' wingspan)
MORALE:	Champion (16)
XP VALUE:	1+1 HD: 65 2+2 HD: 120 3+3 HD: 175 4+4 HD: 270 5+5 HD: 420 6+6 HD: 650+ (see below)

Ixzan are a freshwater offshoot of the ixitxachitl race. They are intelligent, evil creatures who resemble manta rays with barbed tails. They are variable in coloration, with most having gray underbellies and mottled, brown-gray upper surfaces. They are semi-amphibious and can survive out of water for one full turn before needing to return to it to breathe. If forced to remain out of water after one turn, they begin to suffocate (see the "holding your breath" rule in the *Player's Handbook*; treat Ixzan Constitution scores as 8+1d6). On land, they move in an awkward undulating manner, but because their skins are thick and rubbery they can traverse even relatively rocky terrain without undue discomfort, though they cannot negotiate walls, boulders, and like obstacles.

Ixzan are vicious, brutal creatures with better organization than their alignment might suggest. They worship the evil Power Ixendren and enjoy stalking, sacrificing, and eating all manner of underdark races. They are especially fond of svirfneblin flesh, though by no means adverse to giving surface gnome a try. Their lifespan is variable, with high mortality among the young; those who survive to adulthood generally live from 40 to 70 years. Mutant types live shorter lifespans, spellcasting types longer ones. Vampiric Ixzan are effectively immortal. Ixzan communicate in water by a form of sonar but cannot converse out of water since they cannot vocalize. They have good infravision (90-foot range).

Ixzan communities are more isolated than those of their seawater cousins and, as a result, they are more variable in nature, with a higher proportion of exceptional or unusual types.



XP Note: Variant Ixzan are noted below. For purposes of determining XP rewards, count priests and wizards as one XP category higher than their HD alone would indicate if of 1st to 4th level, two XP categories higher if of 5th to 8th level, and three XP categories higher if of 9th or higher level. Vampiric types are always treated as three XP categories higher than their HD totals. Mutant Ixzan count as one XP category higher for each special attack they possess (poisonous tail, corrosive slime, automatic damage, etc.). All these bonuses are cumulative. If the category goes off the scale given above (for example, a 6+6 HD Ixzan with the abilities of a 7th-level wizard), consult the XP award table in the *DUNGEON MASTER Guide*.

Combat: The normal Ixzan attack mode is its bite; those with other attacks will certainly use them, as Ixzan spellcasters are wily and use their spells to best effect. Ixzan use ambush tactics much as do their ixitxachitl cousins, except that they are capable of using them more effectively due to their superior spell use (especially *fly* and *invisibility*). Those able to cast *levitation* are fond of pressing themselves against ceilings in the manner of a lurker, thus ambushing prey from an unexpected direction.

Ixzan make saving throws against all illusion/phantasm spells and all Elemental Water spells with a +4 bonus. They are permitted saving throws (with no bonuses) against spells of these schools even when no saving throw would normally be allowed. Ixzan suffer only half damage from blunt weapons below +3 enchantment, due to the hard, rubbery nature of their skins. Note that Ixzan spellcasters are not inconvenienced by a *silence 15'* radius spell since they do not vocalize during their spellcasting.

Priests form some 10% of any Ixzan community. Their spellcasting level is determined by rolling 1d4 and adding their HD total, to a maximum of 8th level. They can use spells from the following spheres: all, charm, combat, divination (minor access only), elemental earth, elemental water, healing, necromantic, protection, sun (reversed forms only), and weather.

(minor access only). Priest Ixzan do not gain bonus spells for high Wisdom scores, but they do gain the regular saving throw bonuses for superior Wisdom. A typical Ixzan priest has a Wisdom score of 12+1d6.

Wizard Ixzan form some 5% of the total Ixzan population. These rare creatures have innate spell-like abilities. They do not require spellbooks, nor do they memorize spells. Spell-like powers are usable one per round, once per day each. Casting time is equal to the casting time for the spell, less 2 segments (to a minimum casting time of 1 segment). The spellcasting level of these wizards is determined by rolling 1d6 and adding the Ixzan's HD, to a maximum of 12th level. The number of spell-like powers is equal to the number of spells memorizable by a normal mage of the same experience level. Wizard Ixzan have Intelligence scores of 14+1d4. These spellcasters seem able to use any school of spells, but the most commonly reported are divination spells and those of the following list: *charm person*, *cone of cold*, *fly*, *haste*, *ice storm*, *invisibility*, *invisibility 10' radius*, *levitation*, *magic missile*, *mirror image*, *slow*, and *stoneskin*. Many have the power of *air breathing* (the reversed form of *water breathing*). Note that priest and wizard skills are incompatible in the huge majority of cases. Only exceptionally rare individuals are priest-wizards.

Mutant Ixzan form only 2% of the population. They display a variety of abnormalities of form, determined by rolling 1d12 and consulting the table below:

1d12 Mutation

- 1-6 Barbed tail, additional attack (1d8 or 1d10, depending on HD)
- 7-10 As above, but + poison (a failed saving throw indicates 1d6+6 additional points of damage)
- 11 Mutant has a thick ridge of jaw bone and can inflict a crushing bite (4d4) and then hold victim in its jaws for 3d4 automatic points of damage per round thereafter.
- 12 The mutant's body secretes a thick, corrosive slime. Out of water, a successful attack from such a mutant splashes the victim with acidic slime (1d6 hp of damage) which then coats the victim for 1d4+2 rounds (1d4 automatic damage per round). An oil- or alcohol-based solvent will remove this slime in one round.

Mutant Ixzan are neither priests nor wizards. Other, very rare, types of mutation may also occur, such as freakishly thick skin (AC bonus, but the Ixzan may be blind and unable to orient itself except when underwater where it can use sonic detection effectively), natural magic resistance, or more than one tail.

Vampiric Ixzan are also rare, some 3% of the Ixzan population. Their bite causes the victim to lose one experience level or HD, with no saving throw permitted. Vampiric Ixzan may be priests (25% chance) or wizards (25% chance), but mutation seems to negate vampirism. Vampiric Ixzan regenerate 3 hp per round in combat. Greater vampiric Ixzan, akin to greater vampiric *ixitxachitl* rulers, are rumored to exist, but there are no reliable reports of them. Certainly, no form of vampiric Ixzan is ever encountered outside of a major lair or city.

Habitat/Society: Ixzan communities, encountered only in sizeable Underdark lakes, are some 20 to 100 strong. Both magic and charmed slaves are used to construct the peculiar pyramidal structures the Ixzan favor (these have significance for their reverence of their patron Power). Lakes may even be deepened or extended, and underground passageways feeding water into them widened and their courses changed to bring extra water to the lakes.

Ixzan communities tend not to be dominated by a single exceptional leader-type but by an oligarchy of the most powerful of their priests and wizards. Vampiric *ixitxachitl* almost always rise to important positions within such ruling elites, due both to their power and their innate longevity, unless killed off by vampiric rivals who want to sequester power for themselves.

Ecology: Ixzan have no natural predators. On the other hand, they may have many enemies, although there is no particular race for which they have especial animosity, and rivalries vary from place to place. In one Underdark domain, Ixzan might get on well with drow, whereas in another hundreds of miles away they might be deadly enemies. Ixzan have natural affinities with aboleth and kuo-toa. Aboleth are very much the dominant party in any aboleth/Ixzan alliance, while Ixzan dominate kuo-toa in turn (regarding them as essentially rather stupid—strong, excellent guards, but stupid nonetheless). Ixzan will often be found living with kuo-toa, as their respective Powers (Blibdoolpoolp and Ilxendren) are known to be on good terms with each other. In such communities, Ixzan and kuo-toa dwell in separate areas, with the Ixzan guarding the entrances to their central pyramid (if they have one) zealously. Ixzan wizards use their spell powers to assist kuo-toa in battle, while allowing the gogglers do the meleeing and take most of the risks.

Kuo-toa sometimes use Ixzan in a ritual designed to weed out the weaker of their young. Young kuo-toa who have reached semi-maturity may be flung *en masse* into a great pool filled with Ixzan and forced to negotiate their way through an underwater maze while the Ixzan gorge themselves on the flesh of those who are not fast, strong, or ruthless enough. Since the kuo-toa spawn vast numbers of young, this ritualized weeding-out is regarded wholly dispassionately by them. Young who have not survived this ritual are not perceived as kuo-toa by their own kin; only afterwards are they regarded as individuals and adults.

Ixzan are likewise careless of their young. Ixzan are born neutral, and only acquire their chaotic evil alignment as the result of a gruelling process designed to make them as strong and ruthless as possible; those who fail to survive are neither mourned nor missed. The only exceptions are the fledgling wizards; other spellcasting Ixzan can intuitively sense when a young Ixzan has this ability and protect it fiercely, inculcating their own morality into it through a regimen designed to instill a sense of absolute self-worth along with contempt for "lesser" beings.

Jabberwock

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Unique?
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (4)
TREASURE:	Incidental
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT:	15, fly 15 (C)
HIT DICE:	15 (99 hp)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d10
SPECIAL ATTACKS:	Burble, eyebeams, fear aura, grasp, flurry attack
SPECIAL DEFENSES:	Immune to non-vorpal weapons
MAGIC RESISTANCE:	80%
SIZE:	G (30' body, 25' tail)
MORALE:	Fearless (20)
XP VALUE:	25,000

The jabberwock is a curious creature found only in dense, virgin forests. In appearance it resembles a dragon in its general outlines but lacks a breath weapon or any treasure-hoarding instinct. It is, however, fiercely territorial and attempts to slay and devour any intruders it finds prowling about in its woods.

Due to the creature's *burble* attack (described below), accurate descriptions of the jabberwock are difficult to come by, as dazed survivors often retain only a confused impression of parts and not the whole. However, the sage Ludovicus Humphrey made a careful study of the beast before his untimely demise on a recent research trip and reported that it has a stout draconian torso with sturdy hind legs, long forearms each ending in four feathery talons (each talon being some four feet long and fully prehensile), a long sinuous neck ending in an enormous head, a pair of elegant wings, and a long thin tail. The creature can rear up on its hind legs and actually take a few steps in biped fashion if the need

occurs (say, to retrieve a quarry who has climbed a tree), beating its wings for balance. It can fly but rarely does, as it prefers to keep to the shelter of the trees. The baleful yellow eyes have red pupils and actually emit beams of light—said to be an unnerving sight when spotted approaching in a dark forest. Moss fills the tiny cracks between its scales, and it's possible that the "feathery" appendages hanging from its claws are actually parasitic growths similar to Spanish moss. The scales themselves are tawny, the color of tarnished gold (if gold could tarnish), darkening to brown at the extremities (the wings and claws).

Combat: The jabberwock is a fearsome opponent, more for its relentless pursuit of a target than any other factor. Once a jabberwock has chosen a target, it concentrates all its attacks on him or her (or it) until the victim is killed (and devoured), until the jabberwock itself is slain (a very unlikely event), or until the target escapes via *teleportation* or some similar means. Note that like true dragons the jabberwock has exceptionally keen senses and can detect *invisible* or hidden opponents; so long as the chosen target remains within its forest, the jabberwock will pursue it.

The jabberwock's preferred method of attack is a straightforward bite with its huge front teeth; its snaky neck enables its head to dart out and attack targets a surprising distance away.

However, it has several special attacks which make its task easier and the victim's life harder (and, often, shorter). First, it constantly mutters or *urbles* to itself—a low, rumbling bubbling sound that carries up to 200 feet. Anyone who hears this sound must make a saving throw vs. spell at a -4 penalty or become *confused*. A jabberwock's *confusion* is more potent than the wizard spell of the same name, lasting as long as the victim is within range and able to hear the noise; in addition, it distorts perception, causing hallucinations and strangely skewed judgment of distance: objects, or parts of objects, may appear much closer or further away than they actually are (this translates into a -3 penalty on the attack roll of anyone suffering from this confused warping of depth perception). A curious side effect of the *urbles* is that it acts as a sort of *babble* spell (a reversed *tongues*): the victim's words slide, shift, and blend, producing odd hybrids that make communication very difficult.

In addition to its *urbles*, the jabberwock also has several other special attacks. Its eyebeams act as the rays from a *wand of paralysis*, freezing in place any target who fails a saving throw vs.



paralyzation. The jabberwock also shares the *fear* aura of true dragons. While its normal attack is a simple bite with its enormous incisors, it can also grasp prey in its great talons, holding a man-sized creature helplessly immobilized in either forepaw (it then gains a +2 bonus to bite a target so restrained—+4 if the victim is held by both forepaws). If seriously inconvenienced (that is, if attacked by a large party of well-armed and well-coordinated adventurers), it will go into a flurry of activity, striking out in all directions like a hurricane with swipes of its forepaw claws (1d10/1d10), wing buffets (2d10/2d10), hind leg stomps (2d6/2d6), bite (3d10), and tail lash (2d8). Each of these attacks is at a -2 penalty on the creature's attack roll; those struck must make a saving throw vs. paralysis or be knocked down or driven back (50% chance of either), enabling the jabberwock to refocus its attack.

The only effective means of attacking a jabberwock is with a vorpal weapon; its extremely tough scales repel all other blows (all non-vorpal weapons inflict only nonlethal subdual damage). Even its eyes—traditionally a vulnerable spot in armored creatures—are protected by tough semitransparent inner eyelids. Its superior magic resistance prevents most spells from being effective as well.

Habitat/Society: The jabberwock is a solitary creature that apparently treats all other beings it meets as prey. The only exceptions to this rule are druids, which the jabberwock ignores, and sylvan creatures such as dryads, treants, forest gnomes, and the like, who can sense its approach and discreetly withdraw in order to avoid a confrontation. It is generally believed that, like the tarrasque or phoenix, only one jabberwock exists at any one time; certainly only one will be encountered in any one forest.

The sage Ludovicus Humphrey maintained that the jabberwock was created by the forest itself as a sort of *genius loci*, a manifestation of the woodland designed to protect it from intruders. In theory, then, more than one jabberwock could exist, each in its own primal forest, although no duplication has ever been recorded. It must be a large and ancient forest to manifest a jabberwock, which then acts as a sort of antibody to repel or destroy interlopers. Should the jabberwock be destroyed, it will reappear within a generation, either in the same forest (unless it has been too badly damaged in the interim by logging or settlement) or in a far-distant one. No immature jabberwock has ever been sighted, and the creature does not appear to age, although there are some indications that it continues to grow throughout its long life.

Ecology: Despite its unwavering ferocity, the jabberwock serves a very important function for the forest it inhabits. In essence, it is the woods' protector, its very presence serving to keep away most of those who would exploit or destroy the woodlands. It is doubtful that the jabberwock is aware of, or cares about, the purpose for which it was created; it simply fulfills that function by its sheer efficiency as a predator.

JABBERWOCKY

*"Twas brillig, and the slithy toves
Did gyre and gimble in the wabe:
All mimsy were the borogoves,
And the mome raths outgrabe.*

"Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!"

He took his vorpal sword in hand:
Long time the manxome foe he sought—
So rested he by the Tumtum tree,
And stood awhile in thought.

And, as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!

One, two! One, two! And through and through
The vorpal blade went snicker-snack!
He left it dead, and with its head
He went galumphing back.

"And hast thou slain the Jabberwock?
Come to my arms, my beamish boy!
O frabjous day! Callooh! Callay!"
He chortled in his joy.

*"Twas brillig, and the slithy toves
Did gyre and gimble in the wabe:
All mimsy were the borogoves,
And the mome raths outgrabe.
by Lewis Carroll*

Kyton

CLIMATE/TERRAIN:	Any (Baator)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5)
TREASURE:	See below
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-8
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/1d10
SPECIAL ATTACKS:	Chain snag
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	M (6' tall)
MORALE:	Fanatic (17)
XP VALUE:	6,000

Kytons are a race of creatures inhabiting the city of Jangling Hiter on the third layer of Baator. Kytons are humanoid, though it's hard to tell if they are human. They wear chains in lieu of clothing and armor, using this "apparel" as weapons. The body, arms, and legs are all tightly wrapped with smaller chains. When a kyton raises its arms, it reveals dangling ropes of metal—chains studded with barbs, welded scraps of iron, and other small sharp implements. The kyton's head is also wrapped with chains, covering where the hair, eyes, ears, and nose would be on a normal humanoid. The only visible features on a kyton are its throat, its grimacing mouth, and occasionally one gleaming eye. The kyton can assume the features of a departed loved one or friend—or sometimes that of a much-feared enemy—though all one can see is the lower part of the face. No one knows whether this is an illusion, or if it is actually the dead person come to horrible "life." Regardless, anyone viewing a kyton's features must make a successful Wisdom check or suffer a -1 penalty to initiative for 1d3 rounds from the shock.

Combat: The approach of a kyton is heralded by tinkling chains and a malicious titter. Kytons are, above all, brutal and cruel. They attack in ways calculated to induce as much terror as possible in their victims. If this means a cold, direct stalking, that's what they'll do. If it means fleeting shadows and the faint music of chains clashing, then that's their method.

A kyton's typical attack is to swing both chain-covered arms at its victim per round, using the barbs to lash the target into submission. However, a kyton has a far more frightening ability, one it uses in times of great need or to inspire great fear. It's called the "gift of chains."

Within a 20-foot area, kytons can control any chains near them. (Interestingly, if two kytons attempt to control the same chain, nothing happens until one kyton establishes dominance over the other; this takes 1d4 rounds.) Further, kytons can move along these chains like a spider tripping across its web. Their domination includes shaking chains, rattling them, and making them dance like snakes before a charmer. Kytons can also make chains grow 15 feet and sprout barbs and honed blades. A kyton attacking with these chains gets two attacks per round. Survivors of this type of attack speak incoherently of sprouted blades and quivering masses of blood—that used to be comrades—left behind.

Kytons cannot be harmed by weapons of less than +2 enchant-



ment, and they are immune to cold. They don't bleed, and if a limb is severed with a nonmagical weapon, it reattaches itself within five rounds. Kytons regenerate lost hit points at a rate of 1 hit point per round. The only way to permanently damage kytons is to strike them with blessed or magical weapons. Kytons recover from blessed wounds half as quickly as an ordinary person (that is, at a rate of 1 hit point every 2 days); they recover from damage caused by magical weapons as would an ordinary wounded person. Kytons will flee from blessed weapons, though they will fight against magical weapons.

Habitat/Society: While native to Baator, the kyton have been encountered in increasing numbers on other planes, and might very rarely be found on the Prime Material Plane. On Baator, all kytons are equal in Jangling Hiter, the City of Chains. They are the city's constabulary, ferreting out transgressors. They don't disagree over standing, though they sometimes squabble over choice scraps of their victims. These fights are short-lived and usually end with the victor claiming the morsel. The loser fades (flees, really) into the metal jungle of the city.

The only treasure a kyton has is that of its victims. That hoard can vary widely, depending on the kyton's power and the resources of its quarry.

Ecology: Kytons are the police force of Jangling Hiter, enforcing the city's edicts and trampling those who don't live by them. It's rumored that they eat their victims, though it's been put forth that what the kytons really consume are the spirits of those they hunt. These sages speculate that kytons survive on the anguish of the screaming spirits they catch.

This is conjecture, for kytons have never been studied in depth. It is known that a captured kyton can kill itself simply by willing it. A dead kyton dissolves, leaving behind an acrid stench and a greasy puddle of chains and ichor—nothing much there to study.

Kyuss, Son of

CLIMATE/TERRAIN:	Ruins or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Living beings
INTELLIGENCE:	Low (5-7)
TREASURE:	1 with type Q (25%)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Fear, disease, worms
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Champion (15-16)
XP VALUE:	1,400

Sons of Kyuss are horrible worm-ridden undead beings that convert the living into cursed undead like themselves. Sons of Kyuss look like zombies and are 75% likely to be mistaken for them at a distance. Putrefying flesh hangs loosely from their bones. Their skulls are completely devoid of skin, with only a few strands of hair and mold remaining. Writhing green worms crawl in and out of every skull orifice. Their clothing is usually filthy, tattered rags, but recent converts occasionally have fine garments.

Combat: Sons of Kyuss are surrounded by a spherical zone of fear, 30 feet in diameter. Those entering this zone or allowing the sons of Kyuss to approach this closely must make a successful saving throw vs. spell or flee, with a 60% chance of dropping any held item. The sons of Kyuss travel in pairs or threes, stalking ruins or dungeons in search of victims. They use their fear ability to scatter their victims, then hunt them down individually.

Priests can turn sons of Kyuss as if they were mummies.

Sons of Kyuss regenerate 2 hit points per round. Their limbs regenerate even if severed. Sons reduced to 0 or fewer hit points collapse as if destroyed, but continue to regenerate; they stand up to fight when their hit points reach 1 or more. Damage caused by fire, lightning, acid, and holy water does not regenerate. Pouring holy water into its wounds or touching the wounds with a holy symbol stops a son of Kyuss from regenerating; this destroys the creature if undertaken while the son of Kyuss is at 0 hit points or less.

Sons of Kyuss are exceptionally strong. They attack with a double-handed flailing of their fists that inflicts 1d8 points of damage. Each hit has a 25% chance of inflicting the hideous *mummy rot* disease on the victim. Until countered with a *cure disease* spell, this affliction negates any *cure wound* spell later cast on the victim, and reduces natural healing to 10% of normal. If untreated, the disease will progress and the victim permanently loses 2 points of Charisma every month; the disease is fatal in 1d6 months.

When a son of Kyuss is fighting in melee, one worm per round will try to jump onto the opponent. This requires a successful attack roll, at the THACO of son of Kyuss. If successful, the worm can still be killed on the very next round by the touch of cold-wrought iron, holy water, or a *blessed* object. If it is not killed, the worm will burrow into the victim. After penetrating the skin, the worm will reach the victim's brain in 1d4



rounds. During this time, a *remove curse* or *cure disease* spell will kill the worm, while *neutralize poison* or *dispel evil* will delay it for 1d6 turns. Once the worm reaches the brain, the victim dies instantly and becomes a son of Kyuss. Decay and putrefaction set in without further delay. Anyone voluntarily touching a son of Kyuss will be attacked by 1d4 worms. Each worm receives an attack roll.

A *cure disease* or *remove curse* spell delivered by touch to a son of Kyuss will destroy the worms and make the son into a normal undead zombie. Of course, 1d4 worms will attack the caster as the spell is delivered.

Habitat/Society: The sons of Kyuss are unpredictable. Some stalk the dungeon or ruin where they died, others conceal themselves within crypts, still others walk abroad, attacking whomever they meet. Rumors persist that high-level evil clerics, sometimes use sons of Kyuss to spread terror, promising them eternal rest for their cooperation.

Ecology: Kyuss was an evil high priest who created the first of these creatures with a special curse, under instruction from an evil deity. Since then, the number of sons of Kyuss has grown steadily.

The worms are tied to the curse, but exactly how remains a mystery. It is known that the worms cannot survive apart from a victim or a son. Worms that fail to burrow into a victim die as soon as they touch the ground. Any worm removed from a son of Kyuss dies within one round of the separation. When a son of Kyuss is destroyed, the worms die with him. Some sages have proposed that the worms might not be living creatures, but incarnations of the curse. Sons of Kyuss keep no treasure hoard, but areas inhabited by sons of Kyuss often contain items dropped by fleeing and past victims. Some sons of Kyuss still wear precious items that they carried when they were transformed.

Life-Shaped Creations: Guardians

CLIMATE/TERRAIN:	Climbdog Tropical cliffs	Darkstrike Tropical cliffs	Protector Tropical cliffs	Shieldbug Tropical cliffs	Watcher Tropical cliffs
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	None	None	None	None	None
ACTIVITY CYCLE:	All	All	All	All	All
DIET:	Special	Special	Special	Special	Special
INTELLIGENCE:	Semi- (2-4)	Non (0)	Animal (1)	Animal (1)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	Varies	Varies	Varies	Varies	Varies
ARMOR CLASS:	4	5	6	6	10
MOVEMENT:	6	Nil	8	24	Nil
HIT DICE:	2	2	3	1 hp	1
THAC0:	19	19	17	Nil	Nil
NO. OF ATTACKS:	3	1	3	Special	None
DAMAGE/ATTACK:	1d3/1d3/1d4	1d8	1d4/1d4/1d6	Special	None
SPECIAL ATTACKS:	Nil	Poison	Nil	Special	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Special	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	S (3' long)	S (4' long)	M (5' long)	T (6" long)	S (3' long)
MORALE:	Special	Special	Special	Special	Special
XP VALUE:	65	65	120	7	35

The life-shaped creations of Athas are organic automatons. Some have a modicum of independent intelligence, but all mindlessly obey the commands of their masters. They gain nourishment from a special nutrient solution rather than food and do not need the attention and care of real animals.

Life-Shaped Creations: Guardian

Climbdog

These canine beasts have wide, grasping paws and extremely flexible legs, allowing them to climb even sheer slopes. On Athas, they accompany halfling climbers, giving them protection and aiding them with their keen sense of smell, hearing, and sight. These senses are all at least twice as good as the average halfling's. In times of danger or combat, they sacrifice themselves without hesitation to protect their masters. Climbdogs attack with two claws and a bite, suffering no penalties if attacking while climbing but being limited to only one claw attack instead of two.



Darkstrike

These guardian creatures look like snakes with large bulbous nodules at the end of their serpentine bodies. The nodules secrete an adhesive so that they can be attached to walls, doors, or other surfaces. Their dark flesh allows them to blend into the shadows, becoming 90% invisible in dim light. Usually, they are placed in nooks, alcoves, or around corners so that they can hide, waiting to pounce. Foes' surprise rolls



are modified by a -2 when first attacked by a darkstrike. When a preselected condition is met, the serpentine creature strikes at any available target with its fearsome bite.

Poison nodules often accompany darkstrikes so that their bite carries with it a virulent poison. A darkstrike can sense motion even in the dark by sonar, similar to bats, so attack conditions are usually based on movement.

Other conditions include the detection of movement based on the amount of light (day or night), the number of figures passing by the creatures at the same time, the size, race, or species of figures passing, or similar criteria.

Protector

These feline creatures have the grace and power of large cats. They can be instructed to recognize intruders and attack them. The protectors flawlessly discriminate between those they are to protect and those who present an obvious threat. They attack with two huge claws and a tooth-filled maw that rend and rip their foes. Unlike predatory cats, however, these life-shaped creations do not eat their kills or attack out of hunger.



Life-Shaped Creations: Transport

CLIMATE/TERRAIN:	Ber-ethern Tropical cliffs	Yihn-eflan Tropical cliffs	Gon-evauth Tropical cliffs	Dhev-sahr Tropical cliffs
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	None	None	None	None
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Special	Special	Special	Special
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	Varies	Varies	Varies	Varies
ARMOR CLASS:	4	5	10	7
MOVEMENT:	Fl 45 (A)	Fl 32 (C)	Fl 24 (B)	18
HIT DICE:	4	6	9	4
THACO:	17	15	11	17
NO. OF ATTACKS:	1	2	Nil	1
DAMAGE/ATTACK:	1d4	1d4+1/1d4+1	Nil	1d6
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6' long)	L (8' long)	H (20' long)	L (7' long)
MORALE:	Special	Special	Special	Special
XP VALUE:	120	270	975	120



Shieldbug

These wasp-like creations are 6 inches long and can fly up to 30 miles an hour. Singly they are virtually useless, but in a swarm they can be a formidable defense. A swarm comprises 50 to 100 of these creatures. They accompany the protected creature (usually resting on a mount until needed), flying up and around their master, screening out intruders and repulsing attacks. When a ranged attack (magical or missile) would otherwise hit the protected creature or his mount, the shieldbugs have a percentage chance equal to the number in the swarm

that the attack strikes one of the insects instead of the protected one. The attack automatically kills the bug, reducing the number in the swarm by one. A shieldswarm cannot protect against area of effect attacks, although all of the bugs within the area of effect are slain. Against melee attacks, windriders surrounded by swarms have their AC improved by 2 places due to the swarm obscuring them and fouling the enemy's attacks.

Offensively, the swarm can be commanded to attack and harass the protected one's foes in battle. Every round within the hostile swarm, an enemy takes 1 point of damage and must make a saving throw vs. paralyzation to be able to take an action other than defending against the bugs.



Watcher

A watcher is a reptilian-plant creature with large, bulbous eyes possessed of virtually 360 degree vision. If a watcher observes a specific sight preselected by its master, it lets out a loud keening sound. It makes no attacks and never moves.

Ecology: The life-shaped creations are grown and used by the Rhul-Thaun, the halfling windriders of the Jagged Cliff region of Athas. The Rhul-Thaun also have developed the *cam-rah* nutrient solution these creatures require.

These life-shaped creations of Athas are organic automatons. Some have a modicum of independent intelligence, but all mindlessly obey the commands of their masters. They gain nourishment from a special nutrient solution called *cam-rah* rather than food, and do not need the attention and care of real animals.

Life-Shaped Creations: Transport

Ber-ethern

Breeze sprites (which is what ber-ethern means) are the smallest mounts used by the windriders of Athas. They are insectoid flyers with room to carry one halfling rider and 25 pounds of cargo. They can fly up to 75 miles per hour fully loaded. Their long, thin wings are twice their body length, allowing them to fly with not only great speed but superb control. Ber-ethern can hover, pivot, and move straight up and down. Designed expressly for rapid, controlled movement, ber-ethern can move with speed and grace unequalled in nature. Their attack is with a small, poisonless stinger.



Life-Shaped Creations: Transport

Windriders choose this mount for quick trips or for operating in situations where maneuverability is essential. They can fly through narrow crevices and hover next to the cliff face, allowing a rider to harvest plants from a vertical forest.



Yihn-eflan

Yihn-eflan are windriding mounts whose name means *gust climber*. Larger than breeze sprites but smaller than soar whales, the yihn-eflan is an avian creature with huge, oversized wings. Their bodies are covered with feathers, and their heads have hawk-like beaks. Their only method of attack, however, is to rake foes with their large talons.

One to three riders can rest safely on its back or 200 pounds of cargo and a single rider can be carried. Fully loaded, a

gust climber can reach speeds up to 50 miles per hour.

This is the medium windriding mount, still very fast but able to carry more weight than a ber-ethern. These are chosen mounts of windriders who know they are going into battle, for yihn-eflan dives upon foes with a terrible ferocity and rake with their talons besides its rider's attack.

Gon-evauth

This windrider mount is also called a *soar whale*, and sometimes (usually by outsiders who see them from afar) an air-ship. Gon-evauth are huge, balloon shapes, able to keep themselves aloft in the winds of the cliffs by filling their large inner cavities with hot, moist air. Windriders ride either atop the floating beasts or in gondolas attached beneath the beasts that can carry up to eight halflings or one

windrider and one ton of cargo (2,000 lbs.). Fully loaded, a soar whale moves at a top speed of 30 miles per hour. It has no means of attack or even self-defense, and if it takes more than 25% of its hit points, it must descend—its air sack has been punctured.

This is the most common windriding mount, chosen when speed can be sacrificed to move great amounts of cargo or many passengers. Additionally, for extremely large and heavy loads, several soar whales can be hooked together and flown in teams. Due to their slow, gentle movements, they are good for vertical forest harvesting, and their undercarriages provide excellent steady platforms for hunters with spinethrowers and lightning generators.



Dhev-sahr

The dhev-sahr is the only land-based mount made by the life-shapers. Its mammalian, hair-covered body is round, its head resembles that of a camel. The creature's four stilt-like legs allow it to move very quickly at what appears to be an awkward gallop. Despite appearances, however, dhev-sahr are graceful and steady. Two halflings can ride comfortably on top, and the creature can carry up to a 120-pound load.

Ecology: The life-shaped creations are grown and used by the Rhul-Thaun, the halfling windriders of the Jagged Cliff region of Athas. The Rhul-Thaun also have developed the cam-rahn nutrient solution these creatures require.



CLIMATE/TERRAIN:	Ysgard, Arborea, Limbo
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil (A)
ALIGNMENT:	Chaotic neutral or chaotic good

NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	9, Fl 27 (C), Sw 15
HIT DICE:	7 + 14
THAC0:	13
NO. OF ATTACKS:	1 tail and 1 weapon
DAMAGE/ATTACK:	2d6 and by weapon type
SPECIAL ATTACKS:	Dropping in flight, spells, crush
SPECIAL DEFENSES:	Spells, immunities, +1 or better magical weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	L (human torso with 20' body)
MORALE:	Champion (15-16)
XP VALUE:	9,000

Lillendi are natives of Ysgard, though they can travel astrally to the Prime and also may be found on the planes of Arborea and Limbo. On the Prime Material Plane, they prefer to dwell in temperate or tropical woodlands. They are peaceful and delight in song and conversation—and far from harmless. Those who offend lillendi may receive harsh treatment at their hands, and even blameless individuals are subject to their pranks. Lillendi are particularly hostile toward those who seek to impose civilized order on the wilderness.

A lillend has the torso, arms, and head of a comely man or woman, but also has broad, powerful, feathered wings and a stout serpentine body from the waist downwards. Though the humanlike portions of a lillend are of unremarkable hue, the feathered and scaled parts of its anatomy are brightly colored and strikingly patterned. Each



Lillend

individual has a unique color combination and is quite proud of it. Lillends wear no clothing but sometimes wear jewelry. They always carry weapons and musical instruments.

Lillendi do not mate or marry. They reproduce parthenogenically, giving birth to offspring that resemble the mother in most respects. Lillendi with male human torsos are biologically female, though they follow male human patterns of dress and customs.

A lillend can understand any intelligent communication, including writing or sign language. All lillendi have infravision to 120 feet. Lillendi speak their own language and the languages of giants, bariaur, and githzerai.

Combat: Lillendi can cast spells, charm with music, affect morale, determine the history of legendary magical items as 7th-level bards, and they can use any magical items that bards can use. In addition to their bardic abilities, they can cast *darkness*, *hallucinatory terrain*, *knock*, and *light* each 3 times per day. Once per day they can cast *fire charm*, *Otto's irresistible dance*, *pass plant*, *polymorph self* (into humanlike form only), *speaking with animals*, *speaking with plants*, and *transport via plants*.

Lillendi can breathe water and can move swiftly on or under the surface, wings folded tightly against the body when they snake their way across the surface. When they dive underwater their wings beat slowly to propel them forward, like enormous diving birds.

They are immune to poisons, noxious gases, normal fire, the effects of the Positive and Negative Energy Planes (including level draining and enervation), and to any musically based magical effect, such as harpy song or satyr piping. They are unaffected by all enchantment/charm spells, and only +1 or better weapons can strike them.

Lillendi have 17 Strength and 16 Dexterity for their human torsos, with attendant bonuses in combat. Their weapons, sometimes magical, are usually long swords, great spears, or powerful long bows with war arrows. A lillend catching an opponent in her serpentine coils inflicts 2d6 points of damage that round and constricts each round thereafter for 2d6 points of damage as she crushes the life out of her prey. Any creature held in a lillend's coils suffers a -3 penalty to attack, damage, and saving throw rolls. When a lillend attacks prey caught in her coils she does so at +1 to attack and damage rolls.

Lillendi carry particularly unpleasant enemies in flight for up to 10 rounds, then drop them for a maximum of 20d6 points of falling damage. Falls that inflict more than 50 points of damage require a saving throw vs. death magic to avoid instant death from massive damage, regardless of the character's remaining hit point total. Lillendi cannot constrict while flying, and they cannot carry more than 250 pounds aloft.

Those who go into battle to meet death fight more fiercely to make the best possible impression on the power they serve. Lillendi entering the Silent Hour (see below) strike in a calm, focused fury, always winning initiative and attacking at +4 for doubled damage, but they always perish at the end of the allotted span.

Habitat/Society: Lillendi serve the gods of the moon in the realm called Gates of the Moon, which lies on the plane of Ysgard. They only travel to the Prime when ordered to do so by their Powers. Of all the proxies of Ysgard, the lillendi are the least involved in the affairs of others.

Lillendi are said to be able to choose the hour of their death, the Silent Hour, when they grow weary of life and service to the moon. This knowledge is either a gift from the gods of the moon, or a curse from the powers of Law, whom the lillendi are said to have served long ago and then abandoned. Shortly before her death, a lillend makes her farewells. As she dies she is absorbed into her power's realm, disappearing in a misty fog that acts as a combination *moonbeam* and *chaos* spell.

Lillendi who haven't yet chosen the Silent Hour can still die through accident or violence, but in death their faces are always wracked with despair, for the legends say that those who do not pass through the Silent Hour are never joined with the power they serve.

Lillendi social status depends on a simple system of initiations into mysteries and the ownership of certain totem masks. The mysteries are akin to secret societies, and each mystery is a specific kernel of wisdom passed on from one generation to the next. The more societies a lillend is a member of, the greater her status. Each society is devoted to particular musical forms, songs, instruments, and weapons, so a group of lillendi usually uses the same instruments, weaponry, and spells.

The masks are tangentially related to the societies, since each mask design belongs to a specific family, and long ago each family lived in a single lodge and wore a single type of mask. Things have gotten a little more complicated since then, but the masks still roughly indicate status and family affiliations.

Ecology: Lillendi devour both material food and magical essences. They can sustain themselves on moonbeams and the elemental essence of the wilderness (mountain breezes, gentle rains, raging rivers, and forest fires), though they prefer more substantial fare. If they gorge themselves on meat, they often remain in a torpid digestive state for hours or even days. This torpor doubles their spellcasting times, halves their constriction damage, and causes a -2 penalty to initiative. The lillendi enjoy this sluggishness, though they are wise enough not to go into such torpor alone and unguarded.

Lillendi are known for broad tastes: They eat meat, vegetables, hay, grains, or spell components with equal abandon. Their digestion is complete and efficient; they excrete nothing, though some say that the lillendi merely transmute matter into magical energy. Hunters and rangers have never found scat or markings in lillendi territory. It may be that anything indigestible is transformed into the fog that lillendi sometimes breathe out. Who knows?

Lillendi feud with the petitioners of Ysgard from time to time, but more often keep to themselves. They are rivals of the asuras, devas, and valkyries. They usually avoid the clumsy *fensir* (Ysgardian trolls) easily. They are deadly enemies of the baatezu and modrons.

Lycanthrope, Werecrocodile

CLIMATE/TERRAIN:	Desert, swamp
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-3
ARMOR CLASS:	1
MOVEMENT:	3, Sw 12
HIT DICE:	5 + 5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/1d8
SPECIAL ATTACKS:	Control 1d3 crocodiles, infection
SPECIAL DEFENSES:	Hit only by silver or magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (6' human), L (8'-12' crocodile)
MORALE:	Elite (13-14)
XP VALUE:	650
	Priest 1st-4th 975
	Priest 5th 1,400

In their human form, werecrocodiles are tall, thin creatures with sharp features, a long nose and chin, and a thin face with a noticeable overbite. In their crocodile form, they are very long, big, and powerful monsters. They speak the common tongue and can speak with crocodiles at will. Those native to Toril speak Mulhorandi as well.

Combat: In combat, werecrocodiles prefer their human form. They try to trick their prey into assuming they are harmless. Werecrocodiles are infamous for playing on people's sympathy by pretending to be grieving. Once the prey is in close range, they changed to crocodile form and attack. They can bite with their huge jaws and sharp teeth for 2d6 points of damage, and lash out with their tails for 1d8 points of damage.

Werecrocodiles have the equivalent of an 18 Strength. They sometimes use this to grab their opponents, drag them deep underwater, change to crocodile form, and try to drown them.

The bite of a werecrocodile might infect an opponent with their lycanthropy. Every point of damage received from a werecrocodile bite equals a 1% chance of turning into a werecrocodile at the next full moon (a victim who takes 20 points of bite damage in an encounter with werecrocodiles has a 20% chance of contracting this strain of lycanthropy).

Werecrocodiles are able to summon 1d3 normal crocodiles, which arrive in 2-12 rounds and obey their every command.

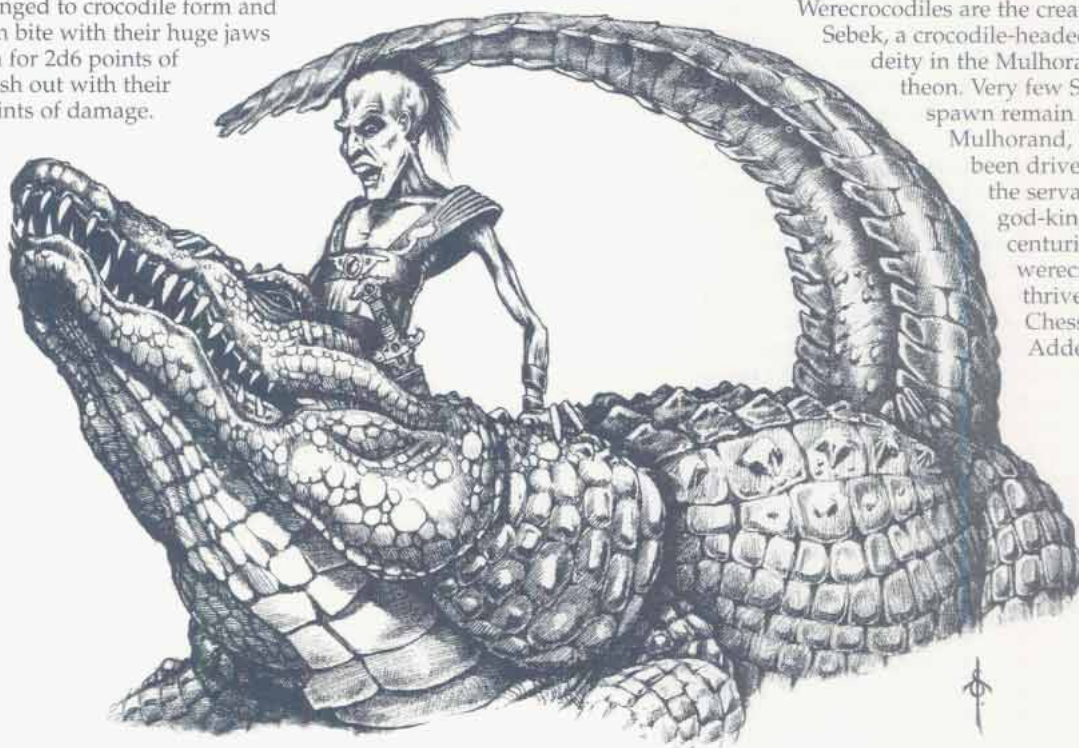
Habitat/Society: Werecrocodiles live in small family groups. The mother is usually the leader of the family pack. Mating occurs with their own kind, and werecrocodiles are born live from the mother's womb. The young attain the ability to transform at the onset of puberty.

Werecrocodiles usually live in mud shacks by the edge of rivers or in swamps. They stay away from populated human settlements and do not collect treasure or possessions. They usually assume crocodile form to find prey, then assume human form at night to sleep. They are very territorial and attack any human, demihuman, or humanoid who enters their territory, though they will try to be as subtle as possible before springing their trap.

Werecrocodiles of Toril worship the god Sebek, who created them, and can become clerics or specialty priests of Sebek. Clerics are limited to 5th level, but specialty priests of Sebek have no limit. Werecrocodile priests of both types receive 1d4 extra hit points per level as priests of Sebek.

Ecology: Werecrocodiles are biologically identical to humans, except for their lycanthropy. They prey on both warm-blooded creatures and fish native to the swamps. They eat any wererats native to the swamps. They do not particularly enjoy killing humans, but humans are too tasty to resist. No one preys on werecrocodiles except humans, so werecrocodiles try to have as little conflict with large bands of humans as possible.

Werecrocodiles are the creation of Sebek, a crocodile-headed minor deity in the Mulhorandi pantheon. Very few Sebek-spawn remain in Mulhorand, having been driven off by the servants of the god-kings five centuries ago, but werecrocodiles thrive in Chessenta's Adderswamp.



Lycanthrope, Werespider

CLIMATE/TERRAIN:	Forest, urban
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	M, human form; (B)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12, Wb 18
HIT DICE:	5+5
THACO:	14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12 (1d4)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Silver or magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall) or L (8' diameter)
MORALE:	Steady (11-12)
XP VALUE:	650

Lycanthropic spiders are extremely rare; the *curse of lycanthropy* spell only invokes mammalian forms, not insects or arachnids. Regardless of their true origin, there exist humans who can assume the alternate form of a huge spider, and also a monstrous hybrid shape mixing both human and arachnid attributes.

In human form, there is often little to physically differentiate a werespider from his or her fellows, although some possess long spindly fingers good for grasping and climbing. When completely transformed, the werespider's body is suspended 6 feet above the ground by eight legs of sinister aspect. From 3 to 8 dull black eyes are clustered above a vicious mandibled maw designed for carnivorous eating. The bulk of its 8-foot-diameter dark body is a bloated sack covered with a coarse black fur. The hybrid form of the werespider can vary from manifestation to manifestation. A very few look normal but can manifest some spider-like abilities, but most who take on the hybrid form of these creatures grow three or more spidery eyes on their human heads while their mouths become a drooling set of mandibular monstrosities.

Combat: The type of attacks employed by a werespider depend upon its particular manifestation. In human form these lycanthropes utilize standard weapons to inflict damage. Often, these weapons have been pretreated with the werespider's own poison (either Type A or Type F).

In hybrid form, werespiders have a poisonous bite (Type A: save vs. poison or take 15 points of damage within 15 minutes), can cling to walls and ceilings like a normal spider, and can create webbing from spinnerets at a rate of 1 foot per round. Victims caught in the webs require 1 round per point their strength is below 19 to break free (those with 19 Strength are unaffected). In hybrid form, the strength of the werespider is greatly enhanced, such that those fighting weaponless still inflict 1d4 hit points of damage from a blow or bite, and receive a +2 bonus to hit and +4 damage bonus if using weapons.

When completely transformed into a spider, these creatures can move at a rate 18 on webs of their own manufacture. The webs a werespider spins in full spider form are stronger than the hybrid version; a successful bend bars/lift gates roll is required regardless of Strength to break free (monsters without Strength ratings use a saving throw vs. paralysis if larger than man-size, at -2 if man-sized or smaller). Their bites do 1d12 hit points of damage, and they secrete Type F poison



(save vs. poison or die immediately). Those who are bitten and successfully save vs. poison from a werespider's bite (whether hybrid or spider form) are at risk of being injected with lycanthropic eggs (see Ecology).

Werspiders can be harmed only by silver or +1 or better magical weapons. Any wound inflicted by another type of weapon knits as quickly as it is inflicted with briefly visible web-like sutures.

Habitat/Society: Werspiders tend to live as solitary hunters of either woodlands or urbanscapes. In woodlands, their homes are often suspended high up in the boles of a large tree, securely lashed in place with sturdy web-lines. The werespider nightly checks a series of traps (huge spider webs) it has set in strategic places within the forest. For the most part, only woodland animals are caught in these traps. The occasional human caught within the sticky strands is kept or released according to the wiles of the particular werespider. In cities, solitary werespiders hunt in the same fashion as their woodland counterparts, however, they specifically prey on humans. Those who penetrate these creatures' homes find bewebbed halls containing cocooned humans hung for "curing."

Ecology: Those who survive a werespider's poison stand a 30% chance to be injected with a very small egg from the werespider's egg glands, which are located in its mouth. These eggs are undetectable without a specific probe of the injury. If allowed a two-week gestation period, the egg hatches, bursting within the flesh of the victim. This releases a viscous ichor that quickly permeates the victim's blood: another werespider has just been born. Those so afflicted may not at first realize their condition, but stand a 1% cumulative chance per day thereafter to spontaneously transform. After this often traumatic experience, the werespider is able to control its transformation between human and spider forms.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	18, Fl 18 (C)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d8/3d8
SPECIAL ATTACKS:	Spell drain
SPECIAL DEFENSES:	Anti-magic shell
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fearless (19-20)
XP VALUE:	11,000

A magedoom is a magical horror that seeks out wizards and destroys them. It resembles a large, cone-shaped mound of yellow and brown sludge that glistens with moisture, crowned with a withered, eyeless human head. Two heavy arm-like appendages hang near the top of the mound. The golem exudes a distinctive tang of ozone, like that of a lightning strike during a rainstorm crossed with the essence of citric acid (something like a rotten electric grapefruit).

Combat: A magedoom attacks by swinging its heavy clublike appendages for 3d8 hit points of damage each. It always attacks wizards first, then priests, then any others.

The most insidious attack occurs only against wizards. When a wizard spell is cast within 180 feet of a magedoom, the golem locks in on the source and begins tracking its prey. Once the magedoom reaches melee range, a slimy tentacle tipped with a bloodshot, withered eyeball erupts from within the creature's slimy body mound and touches the mage on the forehead—this requires a successful attack roll. If it hits, the effect is similar to a level drain, but only in regard to what spells a wizard can cast. Thus, an 11th-level wizard who was hit by the appendage would cast spells as a 10th-level wizard. Spells that are now too advanced for the wizard to cast flee the victim's mind. Wizards who survive this attack recover one level of spellcasting ability per hour, but must relearn the spells they lost. This drain does not effect wizards' saving throws, THAC0, or hit points.

Magedooms are blind, tracking targets by their unerring sensitivity to magic as well as by small sensory organs in the strands of slime that coat their bodies and attacking appendages. As a result, they are immune to illusions or to spells that require the victim to have sight.

Magedooms also radiate an *anti-magic shell* in a 3-foot radius. Thus, a fighter with magical armor and a *flametongue* sword effectively fights a magedoom with normal armor and a normal long sword. Once the items are taken out of the field, their magic returns.

When a magedoom is killed, all of the magical energy trapped within it exits in an explosive magical wave of wild magic that behaves as if every being within a 15-foot radius were a wild mage who had evoked a wild surge (see the *Tome of Magic*). This effect lasts for five rounds; each round, roll on



the Wild Surge Results table in the *Tome of Magic* for each being except the slain magedoom, treating "the caster" in the results as the target being rolled for. Results that make no sense mean nothing unusual happens. (Alternately, the DM might treat every being in the 15-foot radius as the target of five successive discharges of a *wand of wonder*, one each round for five rounds.)

Habitat/Society: Magedooms are created from living wizards whose bodies and spirits have been transformed by a rare, forbidden spell. A magedoom is under the partial control of the archmage who cast the spell that created it. The archmage is able to order the creature to do certain tasks, and the magedoom has a wide breadth of discretion as to how it accomplishes them. If the archmage dies, the magedoom becomes a rogue, and no wizard is then safe.

Magedooms are solitary creatures. There are rumors that if two magedooms come within 10 feet of each other, they set up a resonating field that explodes in 1d4 rounds, creating a 40-foot-radius dead magic area that lasts for a month, while annihilating the creatures. Some rumors further speculate that there is a tiny chance (1%) that, instead of a dead magic area, a *sphere of annihilation* is created.

Ecology: Magedooms were created by the wizards of Zhentil Keep for one reason alone: to kill non-Zhentish spellcasters. The process of their creation is a closely guarded secret. The goddess Mystra, the god Azuth, and their priesthoods loathe magedooms. High-level priests of Mystra or Azuth sometimes charge those who have acted against their faiths with a *geas* or a *quest* to destroy one of the creatures. High-level specialty priests of Azuth who serve him well are rumored to receive a special spell that allows them to destroy magedooms.

Manotaur

CLIMATE/TERRAIN:	Desolate rocky forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K, M (E)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	24
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d8
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall, 12' long)
MORALE:	Champion (15-16)
XP VALUE:	5,000



A manotaur somewhat resembles a centaur. Unlike a minotaur, which has the body of a bull and the head of a man, a manotaur has the body of a bull and the upper torso of a man. The head sports a pair of horns that a manotaur continually sharpens for use in combat. A great mane of hair runs down its neck, trailing across its shoulders. Coloration varies, but most manotaurs are brown, gray or black. Manotaurs measure seven to eight feet tall and ten to 12 feet in length. The human torso is broad and powerful. Manotaurs are strict carnivores; their mouths are wide and filled with sharpened teeth and short fangs. A manotaur usually speaks its own language, as well as minotaur, ogre, and hill giant.

Combat: Because of its superior senses of smell and hearing, a manotaur is surprised only on a 1 in 10 chance. Since manotaurs run with absolute silence through their woodland lairs, opponent surprise rolls are at a -3 penalty. A manotaur will typically charge if it surprises an opponent.

A manotaur attacks using its two front hooves and its razor sharp horns. Anytime in combat that a manotaur can run 20 feet or more in a straight line, it can charge. When charging, a manotaur attacks only with its horns but the damage is tripled (3d8). In addition, man-sized or smaller targets are slammed back ten feet by the force of the charge and might be knocked down.

Manotaurs are intelligent opponents that rely upon brute force when battling smaller creatures and guile against well-armed foes. A common ploy by manotaurs is to surprise the opponent, deliver a single charge attack, then disappear into the forest. A manotaur repeats this tactic time and time again, slowly wearing down the foe before closing for the kill.

Habitat/Society: Manotaurs are evil by nature, hating all good things. Their lairs are usually overgrown, desolate forests, in which they gallop to and fro, beating out a series of twisted interlocking paths with their hooves. These paths are known

only to the manotaur who lives there. Any creature attempting to follow the paths in a manotaur forest is 75% likely to become disoriented and unable to find its way back out of the forest. A person trapped in a manotaur forest has only a 10% chance per day of finding his way out without magical aid. At seemingly random points, the forest's paths straighten out for as much as 30 feet at a time. This is where the manotaur will wait, timing his charge to hit just as the victim rounds the bend and steps onto the straightened path.

The personalities of manotaurs vary widely; some guard their forest jealously, killing all who dare enter. Others fill the woodland with wicked creatures, such as giant spiders, orcs, and even an occasional ogre or two. They use these creatures to spread terror through the forest and as spies in the outside world.

A manotaur colt is born with 2 Hit Dice. The colt remains with its father until it reaches 5 Hit Dice. At that point it is driven out of the forest. A manotaur colt that reenters its father's forest is immediately slain.

Ecology: Manotaurs hunt sylvan creatures (brownies, sprites, elves, and the like). They hate unicorns and can sense them anywhere in their forests. The only time two manotaurs will cooperate is to track down and destroy a unicorn.

Manotaurs sometimes use treasure to lure creatures into their maze of paths, placing a gold piece here and a silver there. Humans and demihumans who carefully map may be able to pick up a quick silver piece or two, but even a short journey into the forest can lead to disaster. The bulk of a manotaur's treasure is hidden either beneath a great stone or in a tree hollow near the center of the forest.

The origins of the first manotaur are a mystery; possibly it was the offspring of a minotaur and a human female. Manotaurs live 300 years or more.

Mastiff, Shadow

CLIMATE/TERRAIN:	Demiplane of Shadow
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night or shadow
DIET:	Living creatures
INTELLIGENCE:	Semi- (2-4)
ALIGNMENT:	Neutral evil

NO. APPEARING:	4-16
ARMOR CLASS:	6
MOVEMENT:	18 (9 in bright light)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Baying
SPECIAL DEFENSES:	Hide in shadows
MAGIC RESISTANCE:	Nil
SIZE:	M (5' at shoulder)
MORALE:	Fanatic (17)
XP VALUE:	420



Shadow mastiffs are native to the Demiplane of Shadow, appearing on the Prime Material Plane only when summoned by ambitious wizards and clerics. While on their home plane, shadow mastiffs roam at all times, returning to their lairs only after feeding. When summoned to the Prime Material, these creatures prowl at night or during times of darkness (such as eclipses), always seeking shelter just before light returns.

Combat: Creatures who are forced to fight a pack of shadow mastiffs typically find themselves in one of two positions: combat during near-dark or completely dark conditions, or fighting where light conditions work against the mastiffs.

During darkened conditions, a shadow mastiff is at its most deadly peak. Each time the shadow mastiff strikes, it instantly blends back into the shadows, making it 40% likely that it cannot be seen and imposing a -4 penalty on its victim's attack rolls. A shadow mastiff that has successfully blended back into the shadows must be attacked physically or with area of effect spells; line-of-sight spells (such as *magic missile*) cannot be used unless some special method of locating the mastiff is used.

During illuminated conditions, such as that created by a *continual light* spell or daylight (but not a normal *light* spell), the weaknesses of a mastiff becomes obvious. It loses its ability to hide in shadows, loses 4 hit points, its movement rate drops to 9, and its morale decreases to average (9).

Regardless of light conditions, a howling pack of shadow mastiffs can cause panic in even the most resolute of warriors. The baying power of a pack of mastiffs causes all creatures within 360 feet of a pack to run in fear away from the shadow mastiffs for 2d4 rounds unless a saving throw vs. spell is made. Such a saving throw is made with a modifier based upon the number of shadow mastiffs in the pack. There must be at least four shadow mastiffs present to use their baying power.

No. of Shadow Mastiffs	Saving Throw Modifier
4-6	+4
7	+3
8	+2
12	-2
13-14	-3
15+	-4

Those who fail their saving throws are 50% likely to drop anything held in their hands as they flee. While on the Demiplane of Shadow, saving throw modifiers for the mastiffs' baying power can increase to a -6 penalty if an exceptionally large pack of 20 or more of the creatures are encountered.

Habitat/Society: Shadow mastiffs are ruled by the most powerful mastiff in the pack, but there is little loyalty to the leader. Shadow mastiffs never suffer morale penalties for losing their leader, as another mastiff is always prepared to lead.

The lair of a pack of shadow mastiffs is 50% likely to contain 2-5 whelps. These young are valued at around 200-500 gold pieces each. Bright light is fatal to whelps, however, so transportation of young shadow mastiffs is normally possible only through use of *continual darkness* or similar magic.

Ecology: Sages have long believed that shadow mastiffs arise as the result of an animal being killed by an undead shadow. Upon its death, it is believed to be mystically transported to the Demiplane of Shadow where it joins with others of its kind.

Meazel

CLIMATE/TERRAIN:	Marshes, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	M (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5' tall)
MORALE:	Steady (11-12)
XP VALUE:	120

The meazel is a vicious, malevolent creature that preys on other subterranean dwellers or anyone else in the area. The meazel is slightly smaller than a human. Its skin varies in color from light gray to dark green. Most meazels (85%) have irregular patches of angry red color: these are the result of a noncontagious skin disease peculiar to meazels. The patches give the creature a leprous appearance. The eyes are jet black and the thick, waxy hair is dark green-gray. The toes are partially webbed. Males and females are nearly identical.

Combat: Meazels attack with their clawed hands, each hand inflicting 1d4 points of damage. They might use a cord to strangle a victim seven feet tall or shorter, if they can approach from the rear and surprise the victim. If they try this, a successful attack roll means the cord has wrapped around the victim's throat; the victim will die in two rounds unless the meazel relaxes its grip or the victim breaks the cord or pulls it free of his throat. Meazels only relax their grip if they are dead or forced to defend themselves from another attack.

Meazels possess the following natural thieving abilities:

PP	OL	F/RT	MS	HS	DN	CW	RL
45%	37%	35%	33%	25%	15%	88%	20%

They rarely attack openly. They prefer to hide, sneak up from the rear, and then either strangle stragglers from behind or pick pockets in search of gold.

Habitat/Society: Meazels are hostile hermits, rarely encountered away from their lairs. They prefer marshes, caverns, or other cold, dark, dank places as sites to build their squalid homes. Such homes are appallingly dirty. Each meazel's possessions are gathered into a pile that also serves as the creatures' bed. Rats and insects overrun the mess, polish off the leftovers, and also serve as snacks.

Only two things make meazels congregate willingly: the need for cooperation against a foe, and the infrequent urge to mate. Meazel females give birth to one or two whelps. The whelps are independent at three years and mature in six years. The whelps are incapable of being tamed: even if captured at birth and raised in a kind environment, the whelps still grow malevolent—although probably more intelligent and cunning.



Meazels are too mean-spirited to make reliable allies. However, they occasionally can be duped into acting as unwitting pawns or recruited against a common foe.

Meazels are greedy and will strip a corpse of anything they find valuable. However, they either do not understand or recognize magical items as valuable, hence such items are not generally found in meazel hoards. On the other hand, they might grab items that they are unable to use properly, such as human armor or large weapons. The bones of past meals are often stored in sacks near the meazels' lair. The sacks also contain any gems that the creatures may have found among their victims' possessions. Meazels do not recognize gems and semiprecious stones as treasure, hence they throw these away. Most of their treasure is coinage, silver and gold.

Ecology: Meazels prey on anything that roams the subterranean realms. They are carnivorous and prefer humanoid flesh. Meazels prey mainly on orcs and kobolds, although they gladly attack anyone else who is available. Because of this, almost any subterranean dwellers attack a meazel on sight. Meazels are unique in that hatred of them unites virtually all other subterranean travelers.

Mist, Scarlet Dancer

CLIMATE/TERRAIN:	Swamps/sewers
FREQUENCY:	Rare
ORGANIZATION:	Cluster
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil (S)
ALIGNMENT:	Neutral

NO. APPEARING:	10-100
ARMOR CLASS:	1 (8 after feeding)
MOVEMENT:	Fl 24 (A) (12 (B) after feeding)
HIT DICE:	1 per 10 present
THAC0:	1 HD: 19 (varies by HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 per HD
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2" diameter)
MORALE:	Champion (15-16)
XP VALUE:	

10 dancers:	35	60 dancers:	420
20 dancers:	65	70 dancers:	975
30 dancers:	120	80 dancers:	1,400
40 dancers:	175	90 dancers:	2,000
50 dancers:	270	100 dancers:	3,000

A scarlet dancer is similar to a crimson death mist, but is much smaller in size. While it appears as a miniature version of the crimson death, this creature lacks an outward humanoid appearance (such as a face with the look of intelligence). Some sages theorize that scarlet dancers are immature versions of the malevolent crimson death. Scarlet dancers gather together in clusters of 10 to 100.

Combat: Clusters of scarlet dancers can sense the presence of warm-blooded creatures within a 100-foot radius. The red mist that surrounds the dancers draws the blood from their victims, using tentacles of scarlet mist. The amount of blood drained depends on the number of dancers present—the more dancers in a cluster, the more blood is drained from the victim each round. For each 10 scarlet dancers present, the cluster has 1 HD (and appropriate THAC0) and drains 1d3 hit points on a successful hit.

Because these creatures are partially mist, metal and leather armor do not protect an intended victim from a cluster of dancers—their misty tentacles permeate the cracks in the armor, seeking out the victim's skin. Only Dexterity adjustments and magical protection can hinder the attack of the dancers.

Before 10 dancers (1 HD) feed, they have an Armor Class of 1, but after draining 7 hit points of blood they are slower and their Armor Class drops to 8. A cluster of 10 scarlet dancers can absorb up to 14 points of blood before the cluster stops attacking to digest its spoils.

Having evolved in the sewers of Zhentil Keep, scarlet dancers cannot stand the light of the sun. Though sunlight does no physical damage to them, the dancers instinctively flee from it to the safety of darkness.

Habitat/Society: The dancers are neither mean nor malicious, but do what they need to in order to survive, as would any animal in need of food. Scarlet dancers need small amounts of blood on a daily basis to survive. If a cluster goes for more than three days without feeding, the dancers of that cluster



perish. However, since the sewers are flooded with vermin and other nasty monsters, finding potential sources of food is seldom a problem.

Most scarlet dancers live in the sewer tunnels below Zhentil Keep. The dancers live in clusters that float throughout the sewers in search of food. The only time they are not flying is when they have consumed their maximum daily allotment of blood (14 hit points per 10 dancers). Then they seek an out-of-the-way place to rest for 1d4 hours.

The shadowy forces of Zhentil Keep know the locations of five clusters of scarlet dancers in the city sewers. These areas have been marked on certain maps and have gained notoriety by word of mouth. However, Zhentil Keep's sewers are not the only home of the dancers, as many of them live in small clusters throughout the tunnels honeycombing the ground beneath the Keep—and their numbers are greatest in the deepest tunnels.

Ecology: Since only the foolish come down into the sewers beneath the city, scarlet dancers feed mostly on mice, rats, and other warm-blooded denizens living in the bowels of Zhentil Keep. The favorite food of the dancers is humans, since their reproduction requires human blood. While scarlet dancers need human blood to reproduce, any kind of iron-based blood will suffice for nourishment.

The creature's origins are unknown. Some believe that scarlet dancers are but another Zhentari experiment gone bad. The truth may lie deep underground beneath Zhentil Keep. The similarities between scarlet dancers and crimson deaths are unnerving, especially to the lords of Zhentil Keep, who are fearful of a possible outbreak of crimson death mists throughout the city. In fact, crimson deaths and scarlet dancers are in no way biologically related.

Needleman

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Very rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Day
DIET:	Photosynthetic carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	M (G)
ALIGNMENT:	Neutral

NO. APPEARING:	5-50
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	3 + 4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Surprise, needle volley
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (12)
XP VALUE:	120

This wood-dwelling, intelligent form of plant life, known as the needleman, has many similarities to a zombie, but is in fact neither animal nor undead.

Needlemen appear ruddy green, mottled with browns and reds in autumn. They do not grow dormant in winter, as they lack roots to hold sap. Instead, they turn deep brown, and change to green again in the spring. Their eyes are coal-black, and their skin is covered with masses of small, sharp needles. Needleman physique is exclusively male—actually, like all complex plant life, needlemen are hermaphroditic and can cross-pollinate. From a human standpoint, most needlemen seem emaciated. Some needlemen wear white woolen robes, but as this garment interferes with both their combat abilities and their skills at hiding in dense undergrowth, most needlemen shun these (perhaps ceremonial) robes in favor of a tight-fitting yellow breechcloth.

When needlemen attack, they growl and shout in a gurgling, choking language that is incomprehensible to anyone else.

Combat: When amidst heavy undergrowth or conifers, needlemen are nearly undetectable (75% hidden from active searchers, or 40% hidden from elves and rangers). In such areas, they impose a -5 penalty to their opponents' surprise rolls (-2 to elves and rangers).

The needleman attacks with its small, sharp needles. The most common attack is a thorny slap. The slap itself would cause only 1d4 points of damage, but the sharp needles triple this injury for a total of 3d4 points. This damage should be treated as impaling damage, and large creatures with thick hides suffer only 2d4 points of damage.

Needlemen are able to fire their needles to a range of 20 feet. One of these creatures can launch a volley of 1d6 needles, each causing 1-2 points of damage (only 1 point to larger than man-sized opponents). For practical purposes, a needleman's supply of needles is infinite, and those used soon grow back.

The creature is particularly vulnerable to magic. Attacks on it by magical means inflict triple normal damage, though it receives any saving throw normally allowed. For example, a *magic missile* that would normally cause only 1d4+1 points of damage would inflict 3d4+3 points on a needleman. This vulnerability applies only to direct magical attacks, according to the following detailed example: A magically enlarged and strengthened character wields a *sword* +2 against needlemen.



He finds that the weapon's damage bonus (but not attack roll bonus) is tripled to +6, but neither the weapon's normal damage nor the additional damage caused by the character's greater Strength would triple.

Spells of a nonoffensive nature, like *charm plants*, are triply effective against needlemen. Of course, the fact that it is a plant makes a needleman immune to certain spells. Needlemen are intelligent and can be affected (at triple potency) by many mind-influencing spells.

Habitat/Society: Needlemen lack the intelligence for a true society. They wander about their forests, picking up shiny trinkets, some few of which may be valuable, and moaning softly to one another. It is freakishly rare to encounter these creatures outside of their natural habitat.

One clue to their origin is the virulent hatred needlemen have for elves. Needlemen can smell elves at a quarter-mile distance and will move to attack them furiously. One theory holds that needlemen were originally a band of humans who happened upon wood elves or grugach in their home communities. If the elves had attempted to kill or incapacitate the intruders, as is likely, the humans might have invoked supernatural aid. An evil or twisted trickster deity, such as Ralishaz, might have transformed the humans into woodland creatures better suited to battle elves.

Ecology: Needlemen derive most of their sustenance from sunlight, but they require water and nutrients as do most humanoids. They usually kill small creatures like squirrels, but, naturally, prefer the taste of elves.

Orc, Neo-Orog

	Red	Black
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (10)	Average (10)
TREASURE:	L (C, O, Q×10, S)	L (C, O, Q×10, S)
ALIGNMENT:	Lawful evil	Lawful evil

NO. APPEARING:	10–100	10–100
ARMOR CLASS:	3 (6)	5 (10)
MOVEMENT:	6 (12)	8 (14)
HIT DICE:	5	4
THAC0:	15	17
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	War cry	Nil
SPECIAL DEFENSES:	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6'–7' tall)
MORALE:	Champion (15–16)	Elite (13–14)
XP VALUE:	270	175
Sergeant	420	270
Officer	650	420
General	975	650

The neo-orog is a magical hybrid of ordinary orcs, ogres, and other creatures. The two breeds of neo-orog, red and black, are warrior creatures, loyal and skillful, who live for battle. Tall and muscular, with large hooded eyes, tough leathery skin, and snouted bestial faces, neo-orogs seem to embody all the worse aspects of the creatures that went into their creation.

Red Neo-Orog

These creatures are bred as elite troops. Their skin is a dark, mottled red, and their eyes are deep yellow. They are usually well equipped and revel in bloodshed and violence. They speak both orc and the common tongue.

Combat: In battle, red neo-orogs can scream their unique *war cry*, which causes all orcs, ogres, and neo-orogs within earshot to fight at +1 on attack and damage rolls for 2d4 rounds. The effect is not cumulative, and individual neo-orogs cannot be affected by it more than once a day. Red neo-orogs receive an additional +1 on attack rolls when defending the Red Wizards of Thay.

Red neo-orogs fight with the following weapons:

Broad sword	20%	War hammer	10%
Battle axe	20%	Mace and dagger	10%
Spear and shield	20%	Crossbow and sword	10%
Hand axe	10%		

Habitat/Society: All neo-orogs live in barracks built by the Red Wizards. No independent groups of them exist. They are organized into large military units. For every 10 neo-orogs in a group, there is one sergeant with maximum hit points. For every 20, there is one officer with 6 HD (THAC0 15) and a +1 on all damage rolls. Each barracks is commanded by a neo-orog general with 7 HD (THAC0 13), +2 on all damage rolls, and having AC 2 (5).



Ecology: For many decades Thayans have tried to create their own race of orcs, violent but loyal to Thay. Their only weakness is their slow rate of reproduction—the Thayans have managed to field only a few companies of them. As a group, neo-orogs have only a marginal reproduction rate. Many are infertile.

Black Neo-Orog

The black breed of neo-orogs are similar to the red neo-orogs in many respects, but are bred to act as scouts, archers, and infiltrators. They are leaner, slightly taller than reds, and their skin ranges from dark green to deep, sooty black. Their facial features are slightly less bestial and their eyes are smaller and completely black.

Camouflage masters, black neo-orogs hide so effectively that even observers who know what they are looking for have only a 20% chance of detecting them. Normally alert observers have a 10% chance, while casual observation yields only a 5% chance. The camouflage is negated if the creature moves or attacks. A number of black neo-orogs have thief skills in addition to their warrior skills. They do not have the *war cry* of the red neo-orogs, but can be affected by the war cry of a red neo-orog.

Black neo-orog fight with the following weapons:

Broad sword/short bow	20%
Spear/dagger	20%
Broad sword/crossbow	10%
Short sword/short bow	15%
Broad sword/longbow	15%
Short sword/spear	20%

In all other ways, black neo-orogs are like red neo-orogs.

Orc, Ondonti

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (Ox5)
ALIGNMENT:	Lawful good

NO. APPEARING:	10-60
ARMOR CLASS:	10 (6 with <i>barkskin</i>)
MOVEMENT:	12
HIT DICE:	1 (clerics to 7th level)
THAC0:	19
NO. OF ATTACKS:	1 (see below)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	<i>Sanctuary</i> , <i>barkskin</i> , <i>tree</i> , immune to <i>charm</i> , +1 save vs. poison

MAGIC RESISTANCE:	Nil		
SIZE:	M (6' tall)		
MORALE:	Average (8-10)		
XP VALUE:	120		
Cleric, 1st	175	Cleric, 5th	975
Cleric, 2nd	270	Cleric, 6th	975
Cleric, 3rd	420	Cleric, 7th	2,000
Cleric, 4th	650		

The members of the race known as the ondonti are close cousins to the orcs. However, the ondontis live as peaceful farmers and gatherers, taking only what they need from the land to survive. In outward appearance, they resemble orcs, but they speak the common tongue and knowledge of the orc language is rare among them.

Combat: Traditional ondonti culture is peaceful and contemplative. Most would sooner die than take another sentient creature's life, and they kill other creatures only as needed for food (or if the creatures are deemed insane or incurably diseased).

All adult ondontis can use the following spell-like abilities: *sanctuary* (on themselves) three times a day, *barkskin* once a day, *purify food & drink* three times a day, and *tree* once a week. Ondontis also gain a +1 bonus to their saving throws vs. poison and are immune to *charm*-type spells and spell-like abilities.

Adult ondontis (male and female) have Strength scores ranging from 17 to 19 and Constitution scores from 16 to 18. Ondontis trained by the Zhentilar usually fight with either a bastard or two-handed sword, and can easily fight with either weapon and a shield. They dislike metal armor and don leather or studded leather when not using their natural *barkskin* ability.

Habitat/Society: Ondontis are nearly the opposite of orcs: peaceful, kind, and dependable. To the ondontis, peace, harmony with one's environment, and a full family life are what is important in life. Ondonti priests are revered and their guidance is followed because of their majestic wisdom and close relationship to their deity.

Especially wise ondontis can become clerics of up to 7th level. Spells memorized by ondonti clerics are almost always curative and defensive in nature, as harmful spells are taboo. Priest ondontis have a minimum Wisdom of 16.

In the world of Toril, ondontis dwell north of The Ride, in a secluded part of the Tortured Lands. They revere Eldath, the Goddess of Peace and Quiet Places, and their culture attempts to embody the pacifist teachings of that deity. Ondonti oral history recounts that "the Founders" brought 30 young ondontis to the lands they still consider theirs long ago, and laid down the



teachings that provide the foundations of ondonti society. In a cycle of tales called *Tarik-Passar* (the *Way of Peace*), one sage has theorized that the original ondontis were in fact infant orc orphans, brought from their lands and taught by a reclusive group of priests of Eldath.

Fourteen of the 15 ondonti tribes have been captured by raiding Zhentilar and taken to the Citadel of the Raven for use as slave labor and as breeding stock for an army of superior humanoids. The remaining ondonti tribe lives in extreme seclusion, employing the spells of several ondonti clerics to hide its members from further enslavement. It is rumored that a extraplanar servant sent by Eldath herself guards over her remaining children, while another seeks to free those who have been wrongly seized from their homeland.

In the meantime, the Zhentarim have brought up several young ondontis in an orcish environment, training them to be skilled killers (alignment LN to LE). These ondontis are still not as violent or abusive as orcs, but a few generations of violently indoctrinated ondontis could bring into being a deadly race of humanoids under the influence of the Zhentarim. Since the first group of ondonti warriors is still learning its craft, it is uncertain how far they will progress as fighters.

Ecology: Ondontis reproduce at the same rate as orcs, but have attained a longer lifespan (60 years) as a result of internal cultural harmony and applied curative priestly magic. The mortality rate of infant ondontis is nearly nonexistent, due to close monitoring of mother ondontis and infants by the priesthood.

Scattered tribes of ondontis lived peaceful lives until a scouting party from Zhentil Keep stumbled across them in 1340 DR. Because ondontis live by a peaceful and collaborative philosophy, they were not prepared for treachery, and shortly after the initial meeting between Zhents and ondontis, the majority of the ondonti population, with the exception of one isolated tribe, was betrayed by the Zhents and kidnapped into slavery. Very few ondontis have since then escaped further raids. The greedy lords of Zhentil Keep view ondontis as superior slaves because their strength and nonviolent attitude make them superbly suited to lightly supervised manual labor.

CLIMATE/TERRAIN:	Arctic	Winged
FREQUENCY:	Any arctic	Any nonarctic
ORGANIZATION:	Very rare	Very rare
ACTIVITY CYCLE:	Pack	Family
DIET:	Day	Dusk
INTELLIGENCE:	Carnivore	Carnivore
TREASURE:	Low (5–7)	Low (5–7)
ALIGNMENT:	Incidental	Incidental
	Neutral	Neutral
NO. APPEARING:	1 (2–8)	1 (2–5)
ARMOR CLASS:	5	5
MOVEMENT:	12 Sw 9	12 Fl 18 (E)
HIT DICE:	8+2	5+2
THAC0:	13	15
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d10/1d10/2d6	1d10/1d10/2d6
SPECIAL ATTACKS:	Hug, surprise	Hug, surprise
SPECIAL DEFENSES:	Immune to cold	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12' tall)	L (8' tall)
MORALE:	Steady (11–12)	Steady (11–12)
XP VALUE:	2,000	975

Arctic Owlbear

Arctic owl bears are the polar cousins of the normal owlbear. They resemble a cross between a snowy owl and a polar bear. Both their fur and their feathers are a snowy white, while the claws and beak are both black. Yellow, glowing eyes look forward from a rounded head. Like other owl bears, arctic owl bears communicate with hoots and loud screeches.

Combat: Due to its ability to blend into the arctic environment, an arctic owl bear is 75% likely to surprise its prey when hunting. Arctic owl bears are as foul-tempered as their forest cousins, immediately attacking prey with their front claws and wicked beaks.

Upon scoring a claw hit on a roll of 18 or better, the owl bear immediately hugs for 2d8 points of damage, which it maintains as long as it wishes, inflicting damage each round. Once engaged in a hugging attack, the owl bear cannot slash with its claws, but can use its beak normally. A single attempt to break the hug is allowed, using the bend bars/lift gates roll for success (monsters without Strength ratings use a saving throw vs. paralysis if larger than man-size, at –2 if man-sized or smaller).

The multi-layered fur and feathers of the arctic owl bear give it immunity to cold-based attacks.

Habitat/Society: Arctic owl bears live in the coldest areas of the arctic, often making their lairs in pre-existing caves or carving dens in banks of snow. However, they tend to be wanderers and do not settle in any one place for long. If encountered in their lair, a mated pair of owl bears is 25% likely to have either 1d6 eggs (20% chance) or the same number of young (80% chance). Young will be from 40% to 70% grown, fighting as creatures with 5 or 6 Hit Dice. Damage inflicted by these younger owl bears is 1d6/1d6/2d4. The hug inflicts 2d6 points of damage per round and the chance of escaping the hug is increased by 20%.

Ecology: Arctic owl bears live for about 20 years. They will prey on anything, but prefer meat above all else. Unlike normal owl bears, the arctic variety hunt primarily by day and, being good swimmers, will aggressively pursue the prey into frigid waters without hesitation. They are well adapted for their environment—rough, leathery pads on the bottom of



their paws help them maintain stability on icy surfaces. Natives of these lands claim nothing is worse than having an arctic owl bear on your trail, because of their stubborn determination, nasty disposition, and constant hunger.

Winged Owlbear

The winged owl bear is a true synthesis of owl and bear; unlike other species of owl bears, this one has a large pair of feathered wings growing from its shoulders. However, the winged owl bear is just as nasty-tempered as its ground-dwelling cousins, and communicates with the same screeching tones.

Combat: The flight of the winged owl bear is nearly silent due to the construction of its feathers—any prey has a penalty to its surprise roll of at least –2; in poor lighting, this might be as high as –6. A winged owl bear fights as do other owl bears, using its front claws and sharp beak. A claw hit on a roll of 18 or better establishes a hug, which allows one chance to escape using the bend bar/lift gate chances and otherwise allows the creature to inflict 2d8 points of damage per round.

Habitat/Society: The winged owl bear can be found in almost any non-arctic environment (though they are very scarce), but seems to prefer wooded forests or mountainous terrain. Their flying capabilities allow them to claim large areas as their territory—usually ten to twenty square miles.

Winged owl bears live as mated pairs. If encountered in their lairs, there is a 25% chance that 1d3 eggs (20% chance) or the same number of young (80% chance) will be present with the adults. The young are the same as normal owl bear young, as their wings will not support them until they reach full size.

Ecology: A winged owl bear tends to live slightly longer than other varieties, an age of 25 years or so is common. These creatures are sought by wizards for various reasons, though there is no record of any one being successfully domesticated.

Pegataur

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	M, Q (E)
ALIGNMENT:	Neutral good

NO. APPEARING:	2–20
ARMOR CLASS:	7 (or better with armor)
MOVEMENT:	18, Fl 36 (C; D when encumbered)
HIT DICE:	5 to 8
THACO:	5–6 HD: 15 7–8 HD: 13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6 (hooves)/by weapon
SPECIAL ATTACKS:	Dive
SPECIAL DEFENSES:	30% immunity to <i>sleep</i> and <i>charm</i>
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Elite (13)
XP VALUE:	975
Spellcaster (5 HD):	1,400
6 HD leader:	1,400
7 HD leader:	2,000
8 HD leader:	3,000

Pegataurs are winged centaurs with the upper bodies of elves. They are skilled warriors sometimes hired as mercenaries. A pegataur's lower body resembles a strong, healthy horse. Most are colored white, gray, brown, or black. Pegataur wings, normally white, consist of downy but strong feathers.

A pegataur's upper torso and head resemble those of a high elf. Most have long blond or silver hair. They speak common, elvish, and their own language—a peculiar dialect related to elvish, but different enough to be a separate language. Pegataurs have an affinity for pegasi and can communicate with them.

Combat: Pegataurs fight to defend themselves and their territory. They also fight if ordered to do so by an employer. Pegataurs sometimes carry humans or demihumans into combat, though they prefer not to. All pegataurs have 60-foot infravision.

If a group of pegataurs surprises opponents in the open, a swooping dive at the foes is preferred, often with light lances. This swooping attack give the pegataur a +2 bonus to attack rolls, double damage with the lance, and a +1 penalty to their Armor Class. Since the pegataurs dive only at opponents they surprise, the opponents do not receive the standard initiative bonus associated with a charging attack. The swoop is usually performed once at the beginning of combat as a softening up measure; it often (60% of the time) ruins the lance.

After the initial swoop, pegataurs attack with their front hooves, inflicting 1d6 points of damage with each. A pegataur can attack with a weapon and both hooves in the same round. Like half-elves, pegataurs are 30% resistant to *sleep* and *charm* spells.

Most adult pegataurs are proficient with long bow, light lance, two-handed sword, and horseman's mace. A common (5 HD) pegataur is 20% likely to be specialized with one of these weapons. This chance increases by 10% for every Hit Die over 5; a pegataur with 8 Hit Dice has a 50% chance for a weapon specialization.

Most pegataurs remain unarmored for better mobility in the air. However, there is a 30% chance that a group of pegataurs will be armored as follows: chain mail (50%), leather (25%)



elven chain (10%), splint (10%), or plate mail (5%). Armor types of Armor Class 7 or worse provide an AC bonus of -1; thus, a pegataur in leather armor is Armor Class 6. Only 10% of pegataurs carry shields into battle; pegataurs using shields receive a -1 bonus to Armor Class for their humanoid foreparts only. Pegataur leaders have a 5% chance per Hit Die to have enchanted armor. Pegataurs wearing armor or carrying a rider are maneuverability class D. Riders may be armed.

Any group of five or fewer pegataurs has a 40% chance of being accompanied by 1d10 pegasi. For every four pegataurs in a group, there will be a fifth pegataur with 6 Hit Dice. For every ten pegataurs, there will be an additional pegataur with 7 Hit Dice. For every 20 pegataurs, there will be one with 8 Hit Dice, and a 50% chance for either a mage or a cleric of 5th level.

Habitat/Society: Like elves, pegataurs are generally aloof, especially toward nonflyers, though their alignment makes them more approachable than may be initially believed. If paid well and treated with respect, pegataurs can be hired as troops or bodyguards, or for special tasks. Pegataurs never knowingly work for evil individuals. A pegataur tribe usually has 2d10+10 adult members and is led by a male with 8 Hit Dice. In addition to the adults, a tribe also has 1d10+5 non-combatant foals and 3d6 pegasi.

Pegataurs carve abodes in the sides of high mountains. These pegataur-made caves, called *tehir*, are not dark and cramped, but are instead beautiful affairs with vaulted ceilings and intricately carved walls. Veins of rare crystals provide illumination at night.

Most pegataurs encountered have 5 Hit Dice; of these approximately one-third cast spells as 5th-level wizards in addition to their warrior abilities. These multi-classed pegataurs never have weapon specialization.

Single-class pegataur wizards can be specialists, but such characters are rare, and are never necromancers. Rare pegataurs may rise to higher levels as wizards, fighters, or priests, but they are not known to advance beyond 14th level in any class.

Ecology: Pegataurs have been known to work with druids to maintain the balance of nature in a given area. They also train pegasi mounts for ground dwellers.

CLIMATE/TERRAIN:	Any (in Faerûn, confined to subterranean Anauroch)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	All possible (G is most common in lair)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–3 (usually 1)
ARMOR CLASS:	2
MOVEMENT:	Fl 9 (A)
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d4 (or by weapon) ×4/3d4/2d4
SPECIAL ATTACKS:	Tail sting, spell use
SPECIAL DEFENSES:	Absorb/reflect magic
MAGIC RESISTANCE:	44%
SIZE:	L (up to 12' long)
MORALE:	Fanatic (17)
XP VALUE:	10,000

Phaerimm are powerful magic-using beings that move by natural levitation. They resemble upright cones, the widest part uppermost, and the point ending in a barbed stinger-tail. They are intelligent, inimical, and highly dangerous.

Combat: Phaerimm have 160-foot infravision, and can see into the astral and ethereal planes for 90 feet. Their normal vision functions as a constant *detect magic*.

Phaerimm have natural magic resistance: 44% against all magic except petrification and polymorph attacks, to which they are 77% resistant. Any magical attack on them blocked by their resistance will be absorbed by phaerimm as healing or reflected back 100% at the source. This is a defensive reflex and does not take the place of a phaerimm's actions in the round it occurs. Absorption changes damage from the spell into replacement hit points; spells that do no damage yield 1 hit point per spell level (excess points can be carried for 12 rounds as healing energy, and used to offset later damage). Reflection means the source receives the magical effect, although a source subjected to multiple reflections of the same spell can be affected at most once (that is, a wizard catching two phaerimm in a *fireball* takes, at most, the damage of one *fireball* if both reflect). No upper limit to the number of magical attacks a given phaerimm can absorb or reflect in one round has been found.

Phaerimm command more magic than most human mages. For every 50 years of life, a phaerimm increases one level as a wizard—most of this long-lived race are the equivalents of 22nd- to 27th-level mages. Phaerimm experiment with, research, and memorize spells much as human wizards do; a spell of each level can become an innate spell-like ability. The spell, which cannot be changed once chosen, is retained in their brain structure and is regained every day without study.

Most phaerimm have devised some unique spells of their own. All phaerimm spells are cast by silent act of will—most phaerimm magical study is time spent altering captured human spells into will-force magical energy manipulations.

In addition to a spell attack (and any reflected magics) in a round, a phaerimm can make up to six physical attacks, if targets are within reach. Its powerful jaws, located in the open top of its cone, bite for 3d4 damage. The rim of the cone contains four evenly-spaced, fully-retractable arms. These arms

look startlingly human, but the hands have three central fingers and two outside, opposed thumbs. The arms can punch for 1d4 damage, wield weapons of up to polearm size for normal weapon damage, or grasp opponents to hold them for automatically-striking bites. Each round, roll 1d20 each for the phaerimm and the grasped victim. The higher total prevails: either the grasp holds for the round, or the victim breaks free.

A phaerimm also has a powerful tail that can smite for 2d4 points of damage; if a tail attack roll hits on a roll of 16 or more, its sting impales the victim: the victim takes the usual 2d4 damage, plus 1d6 more as the hollow bone stinger stabs deeply, injecting a milky fluid and an egg. The victim must save vs. poison three times: to see if the victim is paralyzed; to determine if the victim *levitates* (rising above any "floor" surface and hanging a few feet off the ground, powerless to move except by grasping or pushing against solid objects within reach for 2d4 turns); and to see if the phaerimm egg injected into the victim is fertile. A nonfertile egg dissolves harmlessly.

A fertile egg begins to grow in 1d6 days, eating the victim internally for a loss of 1 hit point per day thereafter, until death occurs or a *cure disease* spell kills the phaerimm larva. During this time, the victim's attack, Armor Class, and ability scores are all penalized by 4 due to debilitating, gnawing pain. An egg or larva can be cut out of a victim, who must survive a system shock roll. This process inflicts 2d4 points of damage.

Habitat/Society: The phaerimm like to live near others of their own kind (for mutual protection and the social satisfaction of vying with each other in devious plans). However, they usually prefer to operate alone or surround themselves with magically-controlled slave creatures to carry out their bidding.

Ecology: Phaerimm eat all reptiles and mammals, keeping them as slaves until their turn as dinner. They especially hate tomb tappers, who seem immune to phaerimm mind-controlling magics.

In Faerûn, the mightiest magic of the sharn presently limits phaerimm to under Anauroch, but they work through agents to affect the world beyond the desert, using certain Bedine tribesmen and some Red Wizards who came to Anauroch long ago to try to establish a base or recover the fabled magic of the Lost Kingdoms. They have also subverted a few Zhentarim, but are being very careful not to reveal themselves to the Brotherhood—yet.



Reggelid

CLIMATE/TERRAIN:	Mountain, swamp
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	V
ALIGNMENT:	Neutral evil

NO. APPEARING:	3–10
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3 (varies)
THAC0:	19
NO. OF ATTACKS:	1 or as level and class
DAMAGE/ATTACK:	1d6 (weapon)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Steady (11–12)
XP VALUE:	175

Reggelids are tall and angular humanoids native to Athas, looking something like ugly elves with flat faces and an extra finger on each hand. Their origin is unknown, even to them, but they seem unconcerned about preserving their past or their heritage. Their only passion is magic.

Combat: Each reggelid is a defiler wizard or a fighter/wizard of at least 3rd level. Those of higher levels have correspondingly higher Hit Dice. They are born with magical abilities and strive to expand and increase them throughout their lives. They normally use staves in melee combat, although using magical items—even weapons of all sorts is also common.

When reggelids use magical items, there is a 75% chance that their innate abilities and acquired knowledge will allow them to use the items even more effectively than it was designed to be used. If successful, the devices' power is increased by 25%; this means that a *wand of fire* that can project 6d6 fireballs can, in the hands of a reggelid, potentially inflict 8d6 points of damage ($6 \times .25 = 1.5$ Hit Dice more, rounded up).

In combat, reggelids respect only wizards (and to a lesser degree, other characters with spells or inherent magical abilities) and focus their attacks upon them. Reggelids use their spells in conjunction to complement each other. Often, while one is throwing an offensive spell, another is casting a defensive spell that aids both.

Habitat/Society: Reggelid communities comprise little more than wooden lean-tos or shallow caves. They remain uninterested in any sort of luxury or creature comfort, providing for themselves only enough to survive and continue their magic studies. Lore is kept on stone tablets guarded by the young males of the community.

Magical power and knowledge determine leadership among them. In any band of reggelids, the leader is a wizard whose level is at least equal to the number of individuals in the band, or the highest level present. Reggelid communities are often led by individuals of 15th to 20th level, regardless of size. The reggelids never seem to have any conflict among themselves. They instantly recognize members of their race who are more magically adept or skilled than themselves and defer to them. Their lust for all things magical is not to promote themselves within their society but to advance themselves on a general level. It is the means that interest them more than the end.



Of any reggelid band, 10% are 4th–9th level fighters (1d6+3), 30% are 3rd–8th level fighter/wizards (1d6+2) wielding broadswords rather than staves and using magical items tailored for fighters.

Ecology: Some scholars believe the reggelids are the result of a curse—a very plausible idea. Like the bvanen, the reggelids keep to areas on the lower portions of cliffs. They search for magical legacies in the wilderness.

Though they bear only ill will for all other races, reggelids especially despise halflings and life-shaped creations. The reggelids developed a special spell specifically to combat the halflings and destroy their life-shaped tools and weapons.

Organic Disruption (Alteration, Necromancy)

Level: 3
Range: 50 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 10-ft. radius
Saving Throw: Special

This spell allows the caster to strike at life-shaped creations and those who use them. When the spell is cast, a 10-foot radius sphere of dark energy appears around the desired location and quickly fades. All life-shaped creations within the sphere must make a saving throw vs. death magic or be slain instantly. Nonliving organic material such as wood and leather must make a saving throw vs. acid or crumble to dust. All other organic targets are dealt 2d6 damage, although a saving throw vs. spell reduces this by half.

The material component for this spell is a drop of mild acid, such as vinegar.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	24
HIT DICE:	13 (104 hit points)
THACO:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10/1d10/2d10
SPECIAL ATTACKS:	Rending, berserk fury, surprise
SPECIAL DEFENSES:	Regeneration, +1 or better weapon to hit, silver or cold iron weapons cause 1 point of damage, spell immunities, fear gaze
MAGIC RESISTANCE:	30%
SIZE:	L (9' tall)
MORALE:	Fearless (20)
XP VALUE:	19,000

The fearless render is an imposing 9 feet of muscle, sinew, claws, and teeth. The creature has deep black, short fur that covers its entire body and is matted down with a slimy, sweat-like secretion. The teeth of the render are between 5 and 9 inches long, and razor sharp. The beast's claws are equally as long, and are often caked with the remains of its last victim. The most unnerving thing about the render is its glowing amber eyes. They seem to strike fear in its victims only moments before they die. They give the render 60-foot infravision. The creature has a deep hatred of all life, and kills without mercy or remorse.

Combat: The render is one of the most savage, feral, deranged creature known. It is incredibly quick for its size, and imposes a -2 penalty to all surprise rolls when not encountered on open ground. In addition, anyone glancing into the creature's amber eyes must make a successful saving throw vs. paralysis or be rooted in place by incredible fear and unable to act for 1d3 rounds (or until the fear is dispelled). The render attacks with its two claws and fierce bite, and if all three of the attacks are successful, the victim suffers an additional 2d10 points of damage as the beast rends and shreds its prey.

The render's greatest advantage is its ability to regenerate hit points. The monstrosity regains 4 hit points per round. The beast's regeneration is similar to that of a troll, and it regenerates even if reduced below -10 hit points. Only electrical damage can permanently kill the render. When it is brought to -10 hit points, over half of the damage done to it must have been electrical for it to be dead and not regenerate.

The creature's magic resistance is a considerable 30%, and it is immune to all poisons, charm-type enchantments, and hold spells. Normal weapons cannot damage the render, while silver and cold iron weapons inflicting only 1 point of damage per hit. Magical weapons inflict normal damage.

If the creature is somehow brought to below half of its hit points, it throws itself into a *berserk fury*, gaining double its normal number of attacks, reducing its Armor Class to -4, and doubling its regeneration to 8 points per round. So brutal are the attacks of the render that if an opponent sustains more than 40 points of damage in one round and is not already

dead, the victim must make a successful saving throw vs. death magic or be instantly reduced to 0 hit points—and at its mercy.

Habitat/Society: The creation of the render was an accident. The beast is an unholy combination of a summoned tanar'ri and a human prisoner. While nefariously allowing the tanar'ri to kill a prisoner for pleasure, a wizard miscast an unknown spell from a scroll. The spell killed the wizard and joined together the tanar'ri and the dying human. The resulting creature killed hundreds of others before escaping. The render has no memory of its former lives.

The creature is in constant pain from its unholy union. The only way it knows to temporarily relieve this pain is to kill and consume prey—thus the render is a constantly active eating machine. Since the creature fears nothing, it is truly deadly.

Ecology: The beast's stomach can digest anything organic, and it cares nothing about the freshness of its meal. The beast needs to eat a minimum amount of twice per day, though it will eat more frequently for the sheer pleasure of it.

Created deep within the experimental labs of Darkhold, the render escaped into the Far Hills to the south of the citadel, where it has been hunted ever since. The render was created completely by accident, and efforts to duplicate the experiment that brought life to the beast have since met with failure.

The Zhentarim are desperate to capture the render, but all attempts to do so thus far by Zhentarim wizards and Zhentilar troops have caused twoscore casualties and met with no success. The render remains one of the most savage creatures to walk the face of Faerûn, and likely the most deadly creature encountered in the Heartlands.



Saurial

	Finhead	Bladeback	Flyer	Hornhead
CLIMATE/TERRAIN:	Jungle	Jungle	Jungle, mountain	Jungle
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Community	Community	Community	Community
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Vegetarian	Carnivore	Vegetarian
INTELLIGENCE:	Very	Very	Very	Very
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Any	Any	Any	Any
NO. APPEARING:	1-6	1-4	2-8	1-2
ARMOR CLASS:	5	4	6	4
MOVEMENT:	12	10	9 Fl 24 (C)	10
HIT DICE:	2	2	2	4
THAC0:	19	19	19	17
NO. OF ATTACKS:	1 or 2	1 or 3	1 or 3	1 or 3
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5' tall)	L (7' tall)	S (3' tall)	L (10' tall)
MORALE:	Steady (12)	Steady (12)	Average (10)	Elite (14)
XP VALUE:	35	35	65	120

Saurials are intelligent bipedal lizards descended from creatures similar to dinosaurs. Saurials are not native to the Realms, but originate from another crystal sphere. Most saurials now in the Realms were kidnapped from their homes and brought to the Realms as slaves by the evil god Moander. Upon Moander's death, these saurials elected to remain



in the Realms and make it their home. They live in a single village in the Lost Vale in the Desertsouth Mountains east of Anauroch. They are still recovering physically and spiritually from the deprivations they suffered under Moander, so very few saurials travel far from the shelter of the Lost Vale, though this may change with the passing of the years and as their numbers increase.

There are many different races of saurials, but only finheads, bladebacks, flyers, and hornheads are currently in the Realms. These are the names provided by the natives of the Realms to the newcomers. The saurials' own names are a combination of noises and scent which do not translate well into mammalian speech.

All four races have brightly colored scales, sharp claws, and tails, but their body shapes otherwise vary considerably. A finhead is nearly human in shape, though shorter than most humans, with a tail just over half its body length and a pronounced fin on its head. A bladeback is taller and stockier with a series of large, sharp scales which extend from the top of its head, down its spine and along its nearly body-length

tail. A flyer has a delicate frame, with smaller legs, a shorter tail and a flap of scale-covered flesh beneath each arm which serves as wings. So although ungainly on foot, a flyer is extremely graceful when airborne. A hornhead is a giant beast with a tail longer than its own body and sharp horns protruding both from its head and the great bony plate which protects its neck. All four of these races have scales of some shade of green and their back scales are mixed with yellow scales in patterns unique to each individual. Flyers sometimes feature a bolder red splotch around their necks. Only rarely is a pure white saurial born in each race.

All saurials have true infravision. They can detect heat wavelengths with their eyes, but they cannot see a cold object in the dark. Although they are not cold-blooded like true lizards, saurials are not as efficient at keeping their blood warm as are Realms mammals. If exposed too long to freezing air, saurials lapse into a torpor called *cold sleep*. They fall asleep and their breathing slows until they may even appear dead. A saurial's ability to resist the cold sleep is based on its size. A 3-foot flyer succumbs to the cold sleep in three turns, while a 5-foot finhead succumbs in five turns, and so forth. If the saurial is bundled in insulating clothing, these times are doubled. A saurial in cold sleep returns to consciousness within an hour or two if it is brought to a warm place. A saurial left exposed to freezing weather for more than a day dies.

For daily activities, saurials do not generally wear more than loincloths and simple, loose cloaks as long as they are in a tropical climate. They do, however, wear ornate robes of fabric and animal hides on ceremonial occasions. They decorate their homes with wall hangings and floor coverings. Saurials are not comfortable in armor. To avoid the cold sleep saurials bundle up in colder regions. Tattoos are common, particularly among spellcasters, and depending on their race, saurial mages either carve special symbols into the bony plates of their body or tattoo them into their scales.

Saurials do not speak any Realms languages; indeed, to most humans they do not seem to speak at all, because their voices are pitched too high to be heard without magic. The emotions accompanying their words are emitted as scents that humans can often detect, so a human familiar with the saurials can often tell what one is feeling without knowing what one is saying. Saurials can hear human speech, but so far, none have

learned the language, although many of their spellcasters can use magic to do so. One of their number, the paladin Dragonbait, understands Common because of his magical bond with the sellsword Alias of Westgate. The saurials' form of writing is to carve lines on sticks; writing is used mostly for magic and important records.

Combat: Saurials, like humans, fight with a variety of weapons, mainly determined by their character class. For example, spellcasters use magic, fighters use blades and missile weapons, and clerics favor blunt weapons or magic. Saurial-crafted blades have shorter grips and favor barbed tips. Humans unaccustomed to such weapons suffer a -1 attack penalty with saurial blades, and saurials suffer a -1 attack penalty with human weapons.

If unarmed and severely pressed, saurials resort to ancient modes of attack. Finheads claw with both hands (1d3/1d3) or use their thick tail as a whip (1d2). Bladebacks use both claws (1d4/1d4) and swing at any rear attacker with their razor-edged tail (1d6). Flyers claw and bite (1d2/1d2, 1d2). Hornheads either claw (1d4/1d4) and swing their tail (2d4) or charge with their horns (2d6).

Saurial Armor Class is as listed for each of the individual races, and is a result of their own thick natural hide. Saurial Armor Class can be improved by wearing armor, though this is an alien concept to saurials, and such armor would need to be custom-made for the creatures. Saurial Armor Class is improved by only +1 if the Armor Class of the armor is less than or equal to the saurial's natural Armor Class. So a finback in leather or chain mail armor would have an Armor Class of 4. Exceptional saurials have the same limitations as their character class. Saurial mages do not wear armor, and saurial thieves would be limited to the protection of leather armor.

Because of the nature of the saurial senses, all saurials receive a +2 saving throw bonus against sound-based attacks, such as a harpy's charm or a *shout* spell. They are more susceptible to gas-based attacks, including poison gas and *cloud-kill* spells, and have a -2 penalty on all saving throws against these attack forms.

Habitat/Society: The adult saurials of the Lost Vale number 110 and consider themselves one tribe, although they are made up of different races. Leading and protecting this tribe are a hornhead wizard of 14th level named Gryph, Gryph's three apprentices, a bladeback priest of 7th level named Sweetleaf who worships Chauntea in lieu of his own goddess of the harvest, and Sweetleaf's five acolytes. The renowned finhead paladin Dragonbait visits the valley as often as his adventures allow. The tribe's other adventurers were killed battling Moander in their original plane. The remaining members are villagers without adventuring skills.



Most are farmers and hunters. There are weavers, carpenters, a stone-mason, a blacksmith, and musicians among their numbers. Moander killed all their young, but 20 more saurials have hatched since the evil god's death. The adults have worked hard to build their new village and to restore order, but they are still somber after their ordeal. They look

for the next generation to bring joy back into their lives. The saurials harvest and gather enough food and keep warm and dry in small thatched huts, but they prefer solid single family dwellings of stone or wood. One by one, each family is building a home, and gradually adding extra rooms onto them.

This outpost is the sole known domain of saurials in the Realms. However, once the gap between the Realms and the saurials' home sphere has been breached, there is a chance that more saurials may appear in Faerûn, or that adventurers from this sphere may find their way to the saurial homeworld.

Saurials live in mixed groups with little conflict among the races, unlike the mammals of the Realms, which seem to have different nations for elves, dwarves, and men. Saurials think of themselves as saurials first, and their sub-race second, and recognize that the other races of saurials have as much to contribute to their community as their own race, if not more. Saurial communities consist of all types of the various races, though there tend to be fewer of the larger hornheads and bladebacks because of food limitations. Even communities with one race of saurials treat all other races as brethren. The Realms domain of the Lost Vale has primarily finbacks, but also has a large number of flyers and a smattering of bladebacks and hornheads, including their leader, Gryph.

The listed statistics are for common saurials, but like the races of the Realms, these creatures have a number of exceptional individuals whose abilities closely resemble those of exceptional fighters, priests, mages, and thieves. In random encounters outside the Lost Vale, for every 10 "common" saurials encountered there is an individual of exceptional ability, either a fighter (40%), mage (40%), priest (10%), or thief (10%). These exceptional individuals are of levels 1-10. They are unarmed, but equipped with weapons according to the restrictions of their class. Saurial spellcasters can still cast their spells in this plane, and those who derive their abilities from gods may continue to do so if their god has a Realms equivalent. A small number of saurials worship Finder Wyvernspur, and there are one or two priests of that faith, also.

Ecology: Saurials mate for life and can produce 1-2 eggs a year. Both male and female share the duties of keeping the eggs warm and safe, feeding the hatchlings, and training them. A saurial appears full grown within five years, but the experience that brings mental maturity takes as long to develop as it would in a human. Saurials live a very long time in favorable conditions. Gryph is more than 200 years old, with-



Saurial

out the aid of magic. Hornheads and bladebacks require a lot of vegetation to survive, so they are careful to limit their numbers in small regions, while the Lost Vale's abundant wildlife can support many more finheads and flyers.

Finbacks: Finbacks tend to be alert, bright, active, curious, and emotional. They are good with their hands and have enough muscle for common work and defense. Exceptional finbacks are usually, though not always, warriors. Finbacks tend to believe in ultimate concepts of good, evil, and truth, and see things in terms of black and white. They are enthusiastic about new tasks and adventures and leap into dangerous situations before getting a full idea of what dangers await. Most saurials found outside the Lost Vale are likely to be finbacks.

Hornheads: Hornheads are large and powerful and tend toward careful, rational planning and thought. While they are slow of speech and carefully choose their words, they are not slow of mind and have an interest in the sciences and crafts such as blacksmithing and weapon-making. Exceptional individuals can be any character class, but the most powerful hornhead in the Realms is a spellcaster.

Bladebacks: Bladebacks are social creatures, more than the other three races, and tend to congregate with other saurials more readily. They are the most straight-forward and trusting of the saurials, but understand saurial nature well enough to know what their comrades want. Bladebacks are slow to anger, but once riled are passionate fighters. They are slow to forgive slights and offenses and have long memories. Within the saurial organization, bladebacks often rise to positions of power as leaders of the combined groups or as advisors to those leaders. Exceptional bladebacks are often priests.

Flyers: Flyers are nervous, noisy saurials, both irritable and irritating. They have the benefit of flight, and often use it to flee rather than fight. Enthusiastic conversationalists, flyers chatter on about whatever gossip comes to mind. Their role in the community is usually as scouts or messengers, but there have been flyer heroes in saurial history who have rescued their larger brethren on many occasions, as any flyer will repeatedly tell you. Exceptional flyers are usually fighters or thieves.



Scalamagdrion

CLIMATE/TERRAIN:	Subarctic caverns
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	(S, Q, Vx3)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15, Fl 9 (C)
HIT DICE:	6+6
THACO:	15
NO. OF ATTACKS:	4 or 6
DAMAGE/ATTACK:	1d6/1d6/2d6/3d4 or 1d6/1d6/1d6/1d6/2d6/3d4
SPECIAL ATTACKS:	Pin
SPECIAL DEFENSES:	Spell turning, silence
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Fearless (19-20)
XP VALUE:	5,000

The scalamagdrion resembles a gray-scaled, green-eyed dragon with stubby wings and a long, bone-spiked prehensile tail. The creature's overall build is like that of a silver dragon.

While many people believe this creature to be unique, it is actually part of a race of like beasts. The most famous of the scalamagdrions is Ningulfim, the one usually pictured in the book known as *The Scalamagdrion* (the book was named for the creature). A scalamagdrion is sometimes called a "Guardian of the Tome" by those unaware of its actual name or the name of the book in which it is found.

Certain sages have suggested that scalamagdrions have a language of their own, a silent language conveyed by movements of mouth, claws, and wings; it has been reported to make motions not unlike those associated with speech and sign language. However, because the creature is very aggressive and completely silent there has been little opportunity to study its means of communication.

Combat: If possible, a scalamagdrion attacks by pouncing from a height, or by briefly hovering. In this case, the creature uses its four claws, its bite, and its tail. Each claw rake causes 1d6 points of damage, while the bite inflicts 2d6 points, and the tail causes 3d4 points of damage. If hovering, the scalamagdrion can make only one such attack before either landing or flying off; its wings are not well constructed for hovering and cannot support such a maneuver for long.

If possible, the scalamagdrion tries to pin a single opponent by landing upon it; this requires a normal attack roll, but the victim is considered AC 10, adjusted by Dexterity and magical bonuses. This maneuver can be used on any size creature and causes 2d6 points of damage to the victim, but only creatures of size S or M can be pinned effectively; larger beings cannot be held by the scalamagdrion's body weight, and smaller creatures cannot be attacked while pinned (though they can be held). A pinned creature can try to get free each round thereafter, with a successful bend bars roll indicating that the creature struggles free. A pinned creature receives no Dexterity bonus to AC and suffers a -4 penalty to attack rolls. The creature cannot use a weapon that requires two hands; drawing a weapon might require a successful Dexterity check (DM's discretion).

While the scalamagdrion has a pinned victim, or if it is fighting while on the ground, it attacks normally its front



claws, bite, and tail. The creature's tail is quite flexible and can be used to attack opponents to the side or front of the beast.

The creature is immune to all gasses and to extremes of heat and cold. In addition, the scalamagdrion radiates *silence* 15' radius about itself (to 15' from any part of its body), and has a natural *spell turning* ability (as a *ring of spell turning*, including gaining a saving throw for spells for which there is normally none). This makes it a deadly foe for mages, and, indeed, none have yet prevailed against the scalamagdrion known as Ningulfim, a creature of great cunning, with maximum hit points and other, undisclosed magical powers. Some mages claim to have defeated other scalamagdrions, but with the help of several companions. A few sages suggest that a scalamagdrion can absorb power from mages it consumes, so any individual might have other spell-like powers.

The scalamagdrion is fearless and enjoys the taste of human flesh. Still, it is cunning enough to take a victim's body, items and all, back to its lair to avoid being caught while eating.

Habitat/Society: The scalamagdrion inhabits an extensive network of caverns. Adventurers have claimed to encounter multiple scalamagdrions beneath the Great Glacier, in a cavern network accessible from Vaasa and Sossal. The monster and the gate to and from its abode cannot be destroyed or harmed by tearing out or destroying the page on which it appears, although any attempt at such activities will certainly cause it to issue forth. The scalamagdrion can choose when to activate its gate; no other living creature has successfully traveled through it.

Ecology: Several *wands* and *rings* can be seen amid the bones upon which the scalamagdrion crouches. If a scalamagdrion absorbs magical energy from its kills, a specimen could prove very useful in the manufacture of magical items.

Sharn

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-12
ARMOR CLASS:	2/6 (portal/tentacles or body)
MOVEMENT:	4, Fl 15 (C)
HIT DICE:	6 + 6
THACO:	15
NO. OF ATTACKS:	12
DAMAGE/ATTACK:	1d4+1 (x3 heads)/1d2 or by weapon type (x9, three trihands)
SPECIAL ATTACKS:	Ethereal portal attacks
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	30%
SIZE:	H (16' long)
MORALE:	Fanatic (18)
XP VALUE:	7,000

An enigma little understood by sages or adventurers of the Realms, sharn are resident in several large underground complexes, including Undermountain. The sharn seem to feed on adventurers and will repeatedly menace PCs exploring the dungeon's lower levels.

These curious creatures appear as glossy black teardrops of somewhat amorphous flesh, studded with many tiny eyes and surrounded by a nimbus of purple light. Opponents rarely get to see these vulnerable central bodies, as surviving an encounter with a sharn is a rare feat indeed. Attempts to mentally contact a sharn (through psionics or other means) result in success only if the sharn wishes it. Sharn share a peculiar form of short-range group telepathy among themselves.

Combat: Sharn can create miniature portals—ethereal windows—up to 400 feet away from their bodies. The sharn can create and maintain up to six portals at once, using all to attack from a variety of angles. A sharn can extend three heads with fanged maws and three trihand arms to attack opponents and prey at a distance. Each of these six appendages is studded with many tiny eyes which have 60-foot infravision, and each appendage has its own independent portal. Each appendage has an Armor Class of 4.

A portal appears as a nimbus or spiral of winking, moving points of purple radiance. Its movement rate is 6. When opening or closing, portals look like tiny spots or whirling rings of purple light. Consider a portal to be AC 2; damage from attacks hitting the portal is transmitted to the central body.

The trihand arms are snakelike, flexible trunks that end in an elbow where three humanlike forearms split apart from each other. Each arm ends in a humanlike hand which can punch or rake for 1-2 points of damage, snatch items, or wield weapons.

Treat arms and snake-heads as having the same Armor Class as the central body of a sharn. Attacks on a particular hand need to hit an Armor Class of 3 because of the close proximity of two other forearms in a trihand. Attacks against a specific hand can shatter a held item, disarm the hand, or sever a finger wearing a magical ring.

Sharn have unique and peculiar minds; they are immune to all enchantment/charm spells and are never fooled by illusions. A sharn can psionically scramble a mind in contact with it, reaching through the mental link as a special, additional



attack. The victim must make an Intelligence check with a penalty of +3 or suffer effects equal to a *feeblemind* spell.

Some sharn, perhaps as many as 10% of the population, are known to be powerful spellcasters—20th level and higher. Their magics manifest as innate spell-like abilities rather than memorized spells. When sharn magic comes into contact with phaerimm *magic drain* or *life drain* spells, a geographical metamorphosis occurs: buttes become rocky hills, rocky hills become grasslands. The effect always reduces the geography one step toward a grassland.

Sharn regenerate one lost hit point every two turns as long as they have access to heat or sunlight and water, snow, ice, or blood.

Habitat/Society: Sharn reproduce by budding when they reach 55 hit points or greater. Sharn are sophisticated, far-sighted creatures, and are known to be interested in magic, planar travel, and mastery of a variety of environments on the Prime Material Plane and beyond. All sharn within a particular area are part of a large family, or clan. Each clan holds particular aims, decided upon and modified by the entire clan in council, but these aims remain mysterious to outsiders. Sharn try to remain apart from the daily workings of their transient surroundings. One human sage, Orbyn of Zazesspur, called the sharn "The Great Aloof Ones," an accurate, telling description.

Ecology: Sharn eat lichens, green plants, and roots as well as mammalian prey. They are often at odds with the phaerimm.

The sharn clan in Undermountain worships the Drowned Queen, a mysterious creature who lives in the depths of the Sargauth. The Queen is thought by some to be an aboleth with unusual magical abilities akin to those of the sharn. Other sharn clans appear to worship a variety of deities, including human, elven, and even goblin gods.

Snake, Messenger

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6, Fl 24 (B)
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Chameleon
MAGIC RESISTANCE:	30%
SIZE:	S (2' long)
MORALE:	Steady (11-12)
XP VALUE:	975

For reasons never explained, Zhentish wizards dislike working with most birds. There are times, however, when messages need to be carried, and magic can be undependable and erratic, or is needed for other purposes. For these situations, a strange little reptile was bred: the messenger snake.

Messenger snakes are 2 feet long. Their coloring is a metallic, jade green. They have light green feathery wings resembling those of a parrot. They mimic human speech, speaking in a soft, hissing voice. Messenger snakes also have infravision (60-foot range) and an uncanny sense of direction.

Combat: Messenger snakes were not made for combat. However, in order to protect themselves, they have a bite that causes 1d6 points of damage and injects the target with a weak venom (onset 2d12 rounds, paralysis for 1d4 hours) unless the victim makes a successful saving throw vs. poison.

The snake's coloration shifts and changes as necessary, making it 50% undetectable by casual sight. Add to this the fact that the snake's flight is 75% silent, and it makes for a very effective messenger. The snake can even blend in with the color of an overcast sky, so that persons looking up from the ground would have a hard time telling that one of the snakes was flying above their heads.

In order to help it on its appointed rounds, the messenger snake can *detect lie* at will, and it always asks for identification (a name or code word that it has been taught with the message) before delivering its message. The snakes also have a special *find the path* ability that has a 100-mile radius and can be used only to find the person they are told to seek. The snakes can fly 200 miles a day. They must rest for an hour after 100 miles of flight before continuing on.

Habitat/Society: The messenger snake can carry up to two pounds of weight in its coils. Most of the time, the burden is a scroll with a written message. The item can be seen normally; the snake's blending ability does not affect it. However, the snake is also able to repeat a verbal message of up to 100 words, giving it only to the one person it was intended for.

Messenger snakes are never encountered in the wild. They are all raised by wizards who keep close track of them. The snakes mate once a year, laying a clutch of 2d4 eggs.

The original secret of breeding messenger snakes from a root stock of other snake species has been lost. There is talk



that Zhentish mages are searching diligently for it, and will pay handsomely for useful information or its possible location.

Whenever a messenger snake is encountered, there is a 50% chance that it is carrying a small bundle. Roll 1d10 and consult the chart below:

1d10 Roll	Bundle Contents
1-2	Scroll containing a personal letter
3	Scroll with 1d4 wizard spells of level 1-8
4-5	Odd trinket or personal article
6	Pouch with spell components
7	Potion bottle (roll randomly)
8	Small pouch with 20 pp
9	Pouch with 1d4 gems worth d100x10 gp
10	Small magical item (ring, figurine, etc.)

Ecology: The messenger snake is found wherever Zhentish mages are found: Zhentil Keep, the Citadel of the Raven, and Darkhold. They have also gained a measure of popularity in Mulmaster, Hillsfar, Tantras, Ravens Bluff, and the nations of Thay and Calimshan. Many nations and regions dislike messenger snakes. In Waterdeep, the Dalelands, and Cormyr, messenger snakes are shot down. In the Great Gray Land of Thar, the snakes are considered a delicacy.

Messenger snakes eat plants, insects, and small rodents, and live for about four decades. Rumor has it that the reason the Zhents are so frantic to find information on the origin of messenger snakes is that the snakes are becoming more intelligent, developing their own language and refusing to serve. No one has ever been able to get a messenger snake to speak a word on its own, though, to confirm this.

Messenger snake eggs can be sold for up to 1,000 gp each; hatchlings fetch 2,500 gp.

Spirit, Forest—Uthraki

CLIMATE/TERRAIN:	Forests (Rashemen)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Special
DIET:	Carnivore
INTELLIGENCE:	High (11–12)
TREASURE:	Nil (F)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d6
SPECIAL ATTACKS:	Strangle
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Steady (12)
XP VALUE:	420

Uthraki are malevolent, shapechanging spirits that haunt the dark woods and lonely roads of Rashemen. Uthraki are said to take the form of harmless companions to befriend lone travelers, and then kill and devour them.

No one is certain what an uthraki looks like in its natural form, but they are said to be hideous, twisted, hairy creatures with eyes all around their heads, so they are never surprised.

The tales are true, but few can confirm them since uthraki leave few survivors. They resemble bent, hunchbacked apes with long, snarled gray fur and small, humanlike faces. Their eyes are entirely black, with no visible iris or pupil.

Combat: Uthraki speak Common and are capable of changing into the form of any human, demihuman, or humanoid creature. The disguise is magical and cannot be detected save through *true seeing* or similar spells. *Detect magic* reveals an aura about the creature but nothing more.

Uthraki usually remain disguised when attacking, preferring to change to true form immediately before the victims' deaths to further terrorize the prey. They attack with powerful hands, slashing with claws. If both claw attacks hit, the uthraki has latched onto its victim's throat and automatically inflicts an additional 2d8 points of damage each round after that. The victim may attempt to dislodge the uthraki by making a Strength check with a –4 penalty. A successful roll breaks the uthraki's stranglehold.

Uthraki are strong during the day, but prefer to attack at night, for once the sun has set they regenerate 2 hp per turn.

Although they are dangerous, terrifying creatures, uthraki have vulnerabilities. They take double damage from heat-based spells. Earth-based weapons such as stone or wooden clubs and flint-tipped arrows automatically inflict maximum damage. No one can be certain why this is, but some have theorized that uthraki are of a spirit form that is inimical to earth-based substances.



Habitat/Society: Lone, spiteful creatures that hate all other living things, even their own kind, uthraki live in distant wilderness areas, roaming isolated roads and highways seeking victims. Their lairs are in deep burrows beneath tree roots or between rocks.

Ecology: Uthraki are natural shapechangers and prefer to take a familiar and comforting form—a lost child, friendly minstrel, jolly merchant, merry elf travelers, gruff but friendly dwarf warriors, cute halflings, gnome acrobats, and the like. Such forms are intended to win a victim's confidence, for the uthraki wants to wait until dark to unleash its deadly attacks.

Uthraki avoid settled areas, preferring to stalk their prey in isolated wilderness areas. Hunting in cities is far too hazardous, for the shapechangers can be detected through *true seeing* or similar spells, and the Witches of Rashemen will hunt down and destroy uthraki wherever they can be found.

Uthraki also feed on small mammals such as rats, rabbits, squirrels, and the occasional carcass found deep in the woods. More cunning uthraki masquerade as prey animals, then turn on predators expecting an easy meal.

Spirit, Forest—Wood Man

CLIMATE/TERRAIN:	Forests (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	1
ARMOR CLASS:	-6
MOVEMENT:	24
HIT DICE:	20
THAC0:	3
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d10/3d10
SPECIAL ATTACKS:	Crush, throw
SPECIAL DEFENSES:	Regeneration, immune to fire and electricity
MAGIC RESISTANCE:	50%
SIZE:	G (50' tall)
MORALE:	Fearless (20)
XP VALUE:	20,000

Of all the nature spirits of Rashemen, the most powerful is the great being known as the *wood man*. Towering 50 feet in height, the wood man resembles a vast, oversized humanoid made of living wood, with great root-bound feet and gnarled, clublike hands, all sprouting branches, leaves, and needles of a dozen different tree species.

The Rashemaar fear this mighty creature, as its thirst for vengeance is said to occasionally extend to Rashemaar who have not been unswerving in their dedication to the land and its people. Cautionary tales warn commoners and nobles alike to maintain their respect and love for both the land and the Witches of Rashemen, lest the wood man be sent to correct their behavior.

The wood man appears to defend Rashemen against foreign invaders. Terrifying in combat, the wood man serves as a potent morale-builder for Rashemaar forces. Though its combat ability is formidable, the wood man is not invincible. The Tuigan Horde is said to have destroyed one during the invasion of 1359-60 DR, and a unit of Thayan bombardrs damaged a wood man sufficiently to force it into retreat in one of the Red Wizards' many campaigns against Rashemen. The bombardrs were later overrun and destroyed by berserkers. Though these weapons are highly effective against the Rashemaar in general, and the wood man in particular, their extreme value and the difficulty of dragging them to Rashemen have prevented the Red Wizards from using bombardrs since then.

Combat: The wood man attacks by smashing its foes with great, clublike hands, each hit causing 3d10 points of damage. If both hands hit, the wood man automatically inflicts another 5d10 points of crushing damage.

An opponent held with both hands can also be thrown: The victim flies 10d10 yards and suffers 6d8 points of damage when he strikes the ground.

A wood man has a 50% resistance to most magic, but this rises to 80% resistance against the evil magic of the Red Wizards. A wood man is also immune to all fire- and electricity-based attacks.



Literally rooted to the land of Rashemen, a wood man is a growing creature. It regenerates 4 hp per round and must be reduced to -50 hp in order to be destroyed. Thus, a wood man is virtually immortal and very difficult to kill.

Habitat/Society: A wood man (usually there is only one, though legend holds that several can be summoned if the need is great enough) appears in times of great need or crisis—the very glimpse of one is enough to convince most Rashemaar that doomsday is at hand. Exactly how they are called is not known. Some claim they may be summoned by the Witches, though a few who are aware of the existence of the *vremyonni* believe that these powerful, old male sorcerers are responsible for calling up the wood man; still others believe they are servants of the gods.

The Red Wizards and their troops are terrified of wood men, and the mere sight of one is enough to send a Thayan army fleeing. Fortunately for the Thayans, the wood man (or men) is very rare, putting in an appearance only when the entire land is in deadly peril. So far, the Rashemaar have become so skillful in dealing with Thayan invasions that the wood man seems almost unnecessary.

Ecology: The wood man is a literal extension of the land. Rather than affecting the nation's ecology, it is the living embodiment of the ecology. Though its passage is always destructive—trees torn up, hills displaced, valleys devastated and rivers redirected—all damage magically heals itself within a matter of days. Soon all is as if the wood man had never been there.

Spirit, Ice—Orglash

CLIMATE/TERRAIN:	Mountains, icy regions (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Fl 24 (D)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d8
SPECIAL ATTACKS:	<i>Cone of cold</i>
SPECIAL DEFENSES:	Immune to cold spells, regeneration
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6' tall)
MORALE:	Fanatic (18)
XP VALUE:	2,000

Orglash are Rashemaar ice spirits that protect high mountain peaks but descend to lower levels in winter. They are chaotic and unpredictable but valued for their role as protectors. They can exist in temperatures above freezing and are sometimes summoned by Rashemaar Witches during the spring. In summer and fall, orglash are vulnerable and actually suffer damage at higher temperatures.

Orglash are spirit creatures, wispy and insubstantial, small whirls of wind and snow. If stared at long enough, a tiny pair of black eyes can be faintly seen in the midst of the whirlwind, shifting in and out of view as the wind whips chips of ice and thick flakes of snow.

Like the rock spirits (*thomil*), orglash are viewed with mixed emotions by the Rashemaar themselves. Although they defend the land against the Red Wizards and other foreign invaders, they have also been known to set upon a lone Rashemaar or small parties of travelers. Fickle creatures with little apparent regard for other living things, orglash are a source of great fear and apprehension.

The Witches say that the orglash's link is to the land, not to the people. By defending Rashemen against alien assaults, the orglash are looking out for their own and the humans of Rashemen are merely the accidental beneficiaries.

Combat: Orglash attack with tendrils of icy force, lashing their opponents with razor-sharp shards of ice, flung by the swirling winds that form their bodies.

Three times a day, an orglash can unleash a freezing blast of ice equivalent to a *cone of cold*.

Orglash are immune to all *cold*-based spells, but suffer double damage from all *heat*-based spells, such as *fireball*. In freezing weather, orglash regenerate 1 hp per round. In temperatures above 60° Fahrenheit, orglash take 1 point of damage per round. They cannot exist at temperatures over 100° Fahrenheit and automatically dissipate. Dissipated orglash do not die, they are reduced to an insubstantial form. They must return to an area where the temperature is 40°F or lower, where they revert to their original form in 24 hours.



Orglash are highly resistant to Thayan magic. They have a 50% magic resistance to spells cast by Red Wizards and never check morale in direct combat with Red Wizards.

Habitat/Society: Solitary creatures, orglash are viewed as the protectors of Rashemen despite the fact that their hostility to other living things sometimes extends to the Rashemaar.

A single orglash roams a single mountain peak, valley, or other cold place. When winter spreads its icy net across Rashemen, however, they wander the entire land. Most of the time orglash stand at a distance and watch passersby, their black eyes fading in and out of whirling nimbuses.

Orglash seem capable of sensing the presence of foreigners, and outsiders are invariably attacked by orglash.

Ecology: Most of orglash existence remains a mystery. Unlike the *thomil*, which are specifically created or summoned, orglash are natural creatures bound to the land itself. They are apparently sexless, though some observers claim to have seen them giving "birth" to smaller versions of themselves, but this has never been confirmed. They seem to derive sustenance from cold weather, ice, and snow, and they have never been seen eating or consuming anything.

Spirit, Rock—Thomil

CLIMATE/TERRAIN:	Mountains/rocky terrain (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Mineral
INTELLIGENCE:	Average (10)
TREASURE:	Nil (Q×4, X)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1 (see below)
ARMOR CLASS:	-3
MOVEMENT:	5
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/1d10
SPECIAL ATTACKS:	Envelopment, smash
SPECIAL DEFENSES:	Block
MAGIC RESISTANCE:	25% or 50%
SIZE:	M
MORALE:	Fanatic (17-18)
XP VALUE:	975

Thomil are spirit creatures that inhabit and guard rocky and mountainous places in Rashemen. Rocks inhabited by thomil radiate magic but are otherwise indistinguishable from other rocks until the thomil becomes active. Then the rock rises, flowing into rough human form—two arms, chest and head. The torso rises out of the ground, remaining connected to it while moving and fighting.

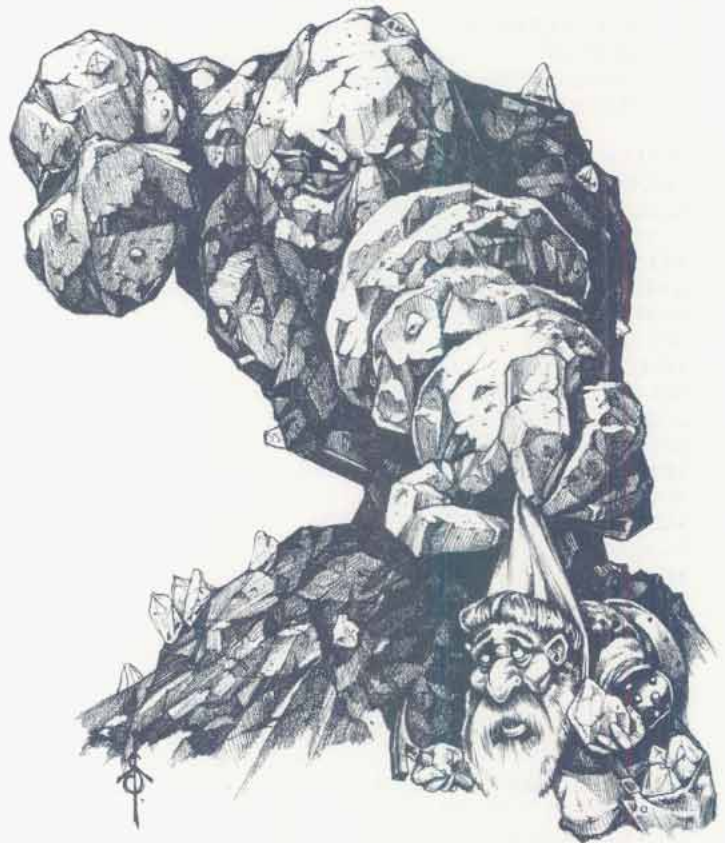
The thomil are part of a pantheon of spirits and enchanted creatures that populate Rashemaar folklore. While the common people of Rashemen hold the thomil in high regard, they also fear them, for although they defend the land from foreign invaders, the thomil also punish those Rashemaar who are so greedy or short-sighted that they neglect to pay proper homage to the land and its spirits.

Legend maintains that the thomil were sent (or summoned) to Rashemen in response to the evil, unnatural magic of the Red Wizards of Thay. Resistant to all forms of magic, the thomil emerged from the earth to throw back the invaders.

Combat: Thomil guardians attack despoilers of the land. They rise out of the ground to batter opponents with rocky fists. If both attacks hit, the thomil envelops its opponent and inflicts an additional 2d10 points of crushing damage.

Though thomil normally adopt a semihumanoid appearance, they are amorphous, capable of taking shapes appropriate to their opponents. Thomil may take the form of a massive club or battering ram, smashing opponents with one devastating attack, inflicting 3d10 points of damage but with a -3 attack roll penalty if they do so.

When defending, thomil can transform into solid blocks of stone that give them an AC of -10. In block form, however, they can neither move nor attack. They often take block form against missile weapons or magic.



Like most of the spirit creatures native to Rashemen, thomil have an inherent resistance to magic. The resistance is normally 25%, but against the evil and corrupt nature of the spells cast by the Red Wizards of Thay it goes up to 50%.

Habitat/Society: The origin of the thomil is uncertain—perhaps they were created by the ancient gods or summoned by the *vremyonni*, the ancient male wizards who live in isolated caves in Rashemen, to defend the realm.

Most thomil are solitary. Anyone who tries to mine, destroy natural formations, or invade with hostile intent against Rashemen triggers attack by the thomil. Should the Rashemaar themselves wish to build or mine in an area of the thomil, Rashemaar witches of 10th level or higher petition a thomil to begone; they have a 50% chance of success.

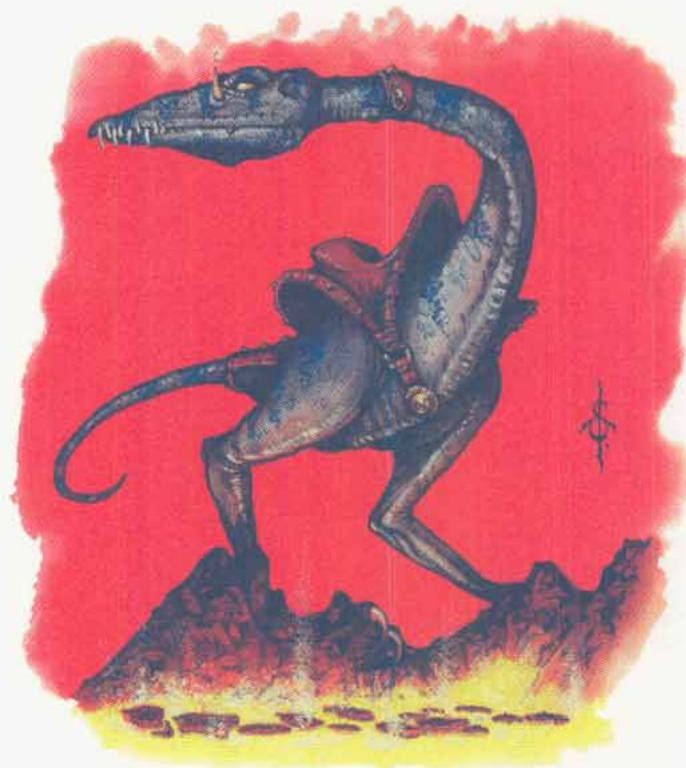
Larger or more important sites such as mountains, sacred valleys, and territory near the caves of the *vremyonni* are defended by larger numbers of thomil. In such places as many as 20 thomil may be found.

Ecology: Thomil were not originally native to Rashemen, they were apparently created or summoned from another plane to act as guardians. They derive their sustenance from the land itself, absorbing minerals and necessary elements. They spend most of their time in a dormant state, inhabiting natural rock formations, and become active only if called upon to defend their districts.

Strider, Giant

CLIMATE/TERRAIN:	Hot, volcanic regions
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d10
SPECIAL ATTACKS:	<i>fireball</i>
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Steady (11-12)
XP VALUE:	270



These large, featherless, flightless birds are used as mounts by firenewts (see "Firenewt"). The giant strider is about the size of an ostrich. It has a bumpy, dusky red hide and dully-glowing red eyes. It is often mistaken for a lizard.

Combat: The giant strider attacks to its front with a bite that inflicts 1d8 points of damage. It can also attack to the rear with a kick that causes 1d10 points of damage. It cannot use both attacks in the same round; it generally attacks in whatever direction the last attack against it came from.

It can emit a small *fireball* from the duct that lies next to either eye. Each *fireball* has a range of 20 yards and a burst radius of 10 feet. Anyone caught by the blast must roll a successful saving throw vs. breath weapon or suffer 1d6 points of damage. The giant strider can generate one *fireball* per eye per hour.

Giant striders are immune to magical fire. In addition, they gain a +2 bonus to saving throws against any magical attack. Intense heat and flame actually act as *cure light wounds* spells on giant striders. This effect can occur only once every three rounds. *Fireballs* and other intense, fiery attacks have this effect immediately.

Conversely, cold-based attacks inflict an additional 1d6+1 points of damage and water acts as a poison if they drink it. Any cold liquid poured on their bodies does some damage, usually 1-2 points (at the discretion of the DM).

Giant striders are generally fearless and gain a +4 bonus to their morale.

Habitat/Society: Giant striders are completely adapted to life in hot, volcanic regions. Their meager diet consists of the few animals and plants that share their hot realm. They are able to directly metabolize the heat of their surroundings, and they use this to fuel their own bodily functions. Without this extra heat, the giant strider grows chilled and sluggish.

Their physiology is so modified that normal conditions are dangerous to them. They are poisoned by ingested water and harmed by cold weather or frigid attacks.

Despite their abnormal nature, giant striders' behavior is similar to that of other flightless birds. Mating season occurs in the spring. Cocks compete for mates by elaborate dances punctuated by the explosions of fireballs. The hens lay 1d4 eggs in a simple nest, usually a pit scratched in the ground. The chicks hatch in five to six weeks and stand about 6 inches high. They grow swiftly, adding 6 inches per month. They can begin to emit flame after six months. Giant striders mature in one year.

Giant striders are the primary mounts of firenewts. A firenewt tribe might keep a herd of up to 100 giant striders. Giant striders are fitted with a saddle atop the hips. The firenewts control these mounts by kicking their sides or hitting them with spears (the giant striders' sharp teeth would saw through any bridle).

Ecology: Wild striders have a potential life span of 10 to 20 years, although the struggle for survival usually shortens this. Striders domesticated by firenewts are usually killed and eaten after 15 years.

Tanar'ri, Greater—Goristro

CLIMATE/TERRAIN:	Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	(B, C)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	15
HIT DICE:	20 +120
THAC0:	1
NO. OF ATTACKS:	2 and 1
DAMAGE/ATTACK:	6d4+6/6d4+6, 5d8
SPECIAL ATTACKS:	Spells, stamp, hurl boulders
SPECIAL DEFENSES:	Immunities, regenerate, hit only by magical weapons (see below)
MAGIC RESISTANCE:	60%
SIZE:	H (21'-24' tall)
MORALE:	Champion (15-16)
XP VALUE:	23,000

Collectively known as *goristroi*, these huge tanar'ri can be found on nearly any layer of the Abyss, for they are adaptable and much desired by the rulers of the place to serve as engines of destruction. Abyssal lords and powers are able to command the goristroi and keep them serving as guardians, enforcers, siege engines, and so on. The hulking goristroi are too stupid and bestial to do more than carry out their orders, and thus their status never reaches that of the true tanar'ri.

Goristroi are vaguely reminiscent of giant bears, although their shoulders are broader, their visages a nightmarish cross between bison and human, and their hands and feet disproportionately large, splayed, and humanlike. Their arms are extremely long, like an ape's. Individual colors vary from dark brown through sickly greenish yellow to a peculiar purplish gray.

Combat: The attack of these monsters consists of two clubbing smashes with their long and very powerful arms for 6d4+6 points of damage each. Each is equal to a crushing blow, so material struck must make a saving throw. In addition, these brutes can make a stamping attack against any opponent within 10 feet that is 6 feet tall or shorter; the stamp causes 5d8 points of damage. They hurl boulders like cloud giants do (240 yard range, 2d12 points of damage).

In addition to standard tanar'ri abilities, goristroi have the following spell-like powers which they can employ one at a time, one per round, at will: *detect invisibility*, *detect magic*, *fear* (as wand, by gaze), *levitation*, and *spider climb*.

Even the lowliest of goristroi can be harmed only by +1 or better magical weapons. All of them are immune to cold, fire, electricity, poison, and poison gas. They regenerate 1 hit point per turn. They have infravision to 120 feet.

As noted above, goristroi gain 6 hit points per Hit Die in addition to whatever is rolled, giving each Hit Die a range of 7-14 instead of the usual 1-8. Goristroi that have 140-160 hit points are 21 feet tall and can only be hit by +1 magical weapons or better. Those with 161-200 hit points are 22 feet tall, and are also hit only by +1 or better weapons. If a goristroi's hit points fall in the range of 201-240, the beast is 23 feet tall and is hit only by +2 or better weapons. The largest goristroi have 241-280 hit points, are 24 feet tall, and are hit only by +3 weapons or better.

From the third volume of *Deceptions and Stratagems*, by the pit fiend Mellagorus:

Though the lumbering goristroi are excellent at climbing sheer stone faces and though these assaults can break our fortifications, such strategies also present us with an opportunity to destroy the beasts. Their powerful clawed fingers can make handholds in sheer stone, but their enormous size makes them vulnerable to falls, and they suffer twice the damage a smaller creature might from a fall. The goristroi are especially afraid of *Bigby's forceful hand*, *dig*, *fly*, *levitation*, and other spells that can push them off the heights to be broken on the rocks below or, even more amusingly, onto the weapons of their fellow tanar'ri. Weak-minded goristroi are also vulnerable to spells such as *cause fear*, *fear*, *symbol of fear*, and *repulsion*, which drive them off walls. For all these reasons, arcanaloths are the best countermeasures to employ against goristroi assaults on an entrenched position on the height. Fools though they are, tanar'ri commanders rarely order a goristro over the walls unless the situation is desperate or a diversionary attack has drawn off most of the defenders. Take this as a sign of weakness and counterattack.

Habitat/Society: Usually solitary, goristroi are only important among their kin because of their ability to absorb damage and to mete it out. They are stupid and otherwise limited in power, unable even to *gate* in other tanar'ri. The vast majority of goristroi encountered are in the service of some Abyssal ruler, blindly carrying out the duties assigned to them with complete fanaticism. There is never a question of retreat or morale when dealing with these brutes, though the threat of long falls can induce paralysis on the field of action. In all other respects, they always continue to follow their given commands until completion or death occurs.

In the Blood War the goristroi serve as siege engines and rallying points for lesser tanar'ri, much as elephants do among certain Prime Material forces. A goristroi citadel is a platform strapped to the creature's head and shoulders like a helmet. The tanar'ri carries this citadel as a lesser creature might carry a knapsack; it hardly seems aware of it. The fortification usually provides excellent cover (-7 to AC) for two to four riders, depending on the size of the goristroi.

Again from Mellagorus' *Deceptions and Stratagems*:

Goristroi citadels are dangerous and best kept busy with cannon fodder and inferior troops, but if they can be broken, the lesser troops surrounding them are usually routed. The best way to accomplish this is to harry a goristro from two directions. The slow-witted behemoth will turn from one attack to the other, unconscious of the fact that its rapid movements are shaking and battering the creatures within the citadel to death. At this point flying troops such as abishai can take the citadel and slay the goristro by a surgical strike to the neck with axes, polearms, and cleavers.

Goristroi ruled by an Abyssal lord or power always wear some symbol of servitude, such as a collar, an arm or wrist band, or an implanted symbol. Such devices typically have the power to convey telepathic commands to the wearer as well as serve as tracking devices should the masters wish to know the whereabouts of their servants. Without direct command or supervision, goristroi tend to wander off on destructive ram-

Tanar'ri, Greater—Goristro

pages of their own direction and desire.

Goristroi do not breed naturally. They are carefully mated by their owners after extensive negotiations, eventually resulting in a single young. The goristroi are carefully watched throughout the entire process, for fear of foul play by the other side, such as an attempt to slay these valuable beasts.

Generally, the terms are that the owner of the male goristroi gains the female young, and the owner of the mother is entitled to the male young produced. These voracious, screaming young grow to maturity within five years. This allows the lucky owner to breed further young on his own, albeit inbred ones. However, abductions, infanticide (if the young is the wrong gender) and even outright purchases of the live young are fairly common. Under no circumstances are the parents allowed to have any influence on the young goristroi.

Ecology: Goristroi are predators that make no distinction between various types of prey. They eat anything that moves, even devouring lesser tanar'ri when their dim minds believe no one is watching. They are exclusively carnivorous, unable to eat vegetable matter even if no other food is available. If forced to go without living or recently slain meat, goristroi wither and die within two weeks, so tanar'ri commanders usually sacrifice lesser troops for the sake of keeping their citadels going. Goristroi flesh is itself poisonous if ingested, so not even powerful planar creatures or pack hunters like trolls and armanites attack them.



Tanar'ri, Lesser—Armanite

CLIMATE/TERRAIN:	Abyss
FREQUENCY:	Rare
ORGANIZATION:	Troop
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	(A, D, I)
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	2–20
ARMOR CLASS:	2
MOVEMENT:	18, Fl 18 (C)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2 and 1
DAMAGE/ATTACK:	2d6/2d6 and by weapon type
SPECIAL ATTACKS:	<i>Spark bolts</i> , crushing hooves
SPECIAL DEFENSES:	Immune to poison, cold, and electricity; hit only by +2 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall, 6' at the haunches)
MORALE:	Champion (15–16)
XP VALUE:	2,000
Knecht:	7,000
Konsul:	14,000

Armanites resemble pale, undead centaurs with the horns of rams or bulls. They wear the full armor of knights. Their tails and the manes down their spines are stiff bristles, and the flesh on their bellies sags so much that older armanites sometimes look like gutted half-horses, dragging their entrails beneath them. Some breeds of armanite are more kangaroo-like in their nonhuman half. Their front limbs are hands, capable of manipulating weapons and small items.

All armanites wear black, fluted armor that seems more ornamental than functional. Because of their great strength, the armor is much heavier than ordinary armor and more effective than it might appear. Armanites are never without their weapons: flanged maces, wavy flamberge swords, and heavy crossbows or composite bows.

Combat: Armanites are mobile shock troops in the Blood War, able to strike and retreat quickly. They travel in troops loyal to a single leader. They depend on the rush and fury of their charges to preserve them rather than on tactics, spellpower, or careful timing.

The armanites' primary mode of attack is a set of withering strikes from their spiked hooves. On a roll of 20, an armanite can crush a shield (75% chance) or a breastplate (25% chance), reducing the target's Armor Class by 1. Magical armor receives a saving throw vs. crushing blow.

In addition, armanites can attack with the troop's weapon of choice, usually a horseman's mace (20%), a two-handed sword called a *flamberge* (30%), a halberd (20%), a scimitarlike saber (20%), or a lance and saber (10%). Some troops also carry heavy crossbows (10%) or short, recurved composite bows with wicked barbed arrows (20%, damage as sheaf arrows +1).

Armanites with bows or crossbows can fire *spark bolts*. Just before these bolts are fired, they are magically charged by their contact with the armanites. If they hit, the *spark bolts* inflict 2d8 points of electrical damage, with a saving throw vs. spell allowed for half damage.

Armanites can gallop into the skies once per day for a maximum of 1 hour. This form of flight allows them to gallop slowly up from the ground, as if they were climbing an invisible

hill. They must stay in motion once they start. Flying armanites cannot change direction quickly, but the assault of an aerial charge can be devastating against opposing ground-based troops.

All armanites are immune to attack by weapons of less than +2 enchantment and are immune to electricity, poison, and nonmagical fire. They suffer 3d6 points of damage from holy water, 1d6 points from splashes. Armanites also have the abilities common to all tanar'ri.

Each pack of armanites always follows a single charismatic leader who rules through promises of plunder and threats of punishment. Called the *pathwarden* or the *knecht*, this leader has AC 0, 8 HD, Dmg 3d6/3d6, MV 21, and Strength 19. A knecht can infuse not just his missile weapons but also his melee weapons with *spark bolts* each round. Packs that lose their leader roam without direction, destroying everything they meet until either they are destroyed or a new knecht rises from the ranks.

The 24 known towns of the armanites are each ruled by a *konsul*, a master of as many as a hundred packs. The konsul has AC -3, 11 HD, Dmg 4d6/4d6, MV 24, and Strength 20. In addition to charging *spark bolts* as knechts do, all konsuls can throw 11-HD lightning bolts three times per day. A few of the konsuls are also spellcasters; they can be mages of up to 8th level or priests of up to 5th level. Rumors claim that two of the konsuls are multiclassed priest/mages.

The known immobile towns of the armanites are Amber, Basalt, Bloodstone, Bone, Clay, Cold Iron, Dark Spring, Gray Glass, Jade, Mageblood, Maroon, Obsidian, Ochre, Oxblood, Purple, Silver Spike, and Steelshank. The seven remaining towns are the towns of the female armanites. These small encampments of tents, carts, and large, wheeled towers change their names whenever they move.

Habitat/Society: Armanites are the mercenaries and scavengers of the Blood War, living by devouring the flesh and spirits of the fallen. They serve their masters well but expect plunder in return; failure to provide it results in desertion or rebellion, even on the eve of battle. Most herds of armanites specialize in a particular battlefield duty, such as scouting, foraging, skirmishing, archery, or the like. They never take part in sieges. Their reputation for fickleness is well earned; if they receive orders they don't like, they simply leave.

Female armanites number only half as many as their male counterparts. The sexes are strictly segregated for most of their lives, for they inevitably fight among themselves if allowed to mix. Males and female herds mingle only during mating, which occurs after a successful battle against the baatezu. Young are herded along with the servants and camp followers until they seize weapons of their own from a fallen member of the troop and slay an enemy, at which point they join the adults.

Each armanite troop carries an individual troop banner and the banner of their current master or mistress, such as Graz'zt's diagonal black-and-white slash or Pazrael's golden talon on dark red (these individuals being Abyssal lords). If the banner is lost in battle, the troop disbands to take up service in the household of one of the lords of the 1st layer of the Abyss, though some individuals may join another troop. The banner is the symbol and unifying principle of each warband; without it, the armanites feud among themselves and soon their group falls apart.

Because they operate well as independent groups, armanites are often selected to undertake special missions for Abyssal lords. They are called the *dark horsemen* or the *dark riders* in the Upper Planes and are feared there. They are a common sight

Tanar'ri, Lesser—Armanite

in Sigil as well, where they sometimes serve as bloodthirsty bodyguards.

Ecology: Armanites devour the blood and spirits of their fallen foes, rendering them unresurrectable, and some stories say that they prefer this sustenance to any other. Their favorite prey are varrangoin, baatezu, and yugoloths, in that order. Some armanites take on rutterkin as grooms, smiths, riding auxiliaries, and servants, though this is rare. They despise all forms of least tanar'ri and abuse them mercilessly.

Armanites prefer raucous, chaotic group combat to formal duels or feats of arms. They often brawl like warhounds in the halls and citadels of the tanar'ri, and provoking a fight with one armanite means a grudge match with the entire troop. Armanites despise the bariaur (the ram-centaur PC race from the PLANESCAPE setting) and attack them on sight.



CLIMATE/TERRAIN:	Tablelands, mountains (Athas)
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d4/1d6/1d6/1d8
SPECIAL ATTACKS:	Psionics, level drain
SPECIAL DEFENSES:	Psionics, dodge missiles
MAGIC RESISTANCE:	10%
SIZE:	M (3'-6' long)
MORALE:	Fearless (20)
XP VALUE:	4,000
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 10; PSPs 47 Att: EW, IL, MT; Def: IF, MBk, TW

PLAYER'S OPTION: #AT 1; MTHACO 17; MAC 6

Psychometabolism: *Sciences*—death field, life draining; *Devotions*—chameleon power, displacement, ectoplasmic form, immovability.

Telepathy: *Sciences*—tower of iron will (**mindlink**); *Devotions*—contact (**attraction**), ego whip (**conceal thoughts**), id insinuation (**invisibility**), intellect fortress (**send thoughts**), mind blank (**synaptic static**), mind thrust (**truthhear**).

Note: In Dark Sun campaigns, the **PLAYER'S OPTION** material (printed in the second color) is used. The parenthetical powers replace the psionic attacks and defenses to which the monster has free access.

A tembo is a despicable creature, universally hated and feared across the Tablelands. No fur covers the tembo's loose folds of scaly, tawny-colored hide. It varies in size from 3 to 6 feet in length, its back about as high as a mul's thigh. Its four limbs end in long, sharp claws, and huge canine fangs protrude from the flappy lips of its square snout. Huge, square ears situated on each side of its head can be turned in any direction to better pick up sounds.

Tembos speak their own guttural language, but because of their high intelligence a few even learn the human and demihuman languages. They can speak these tongues with a slobbering growl that can be as disconcerting as the topics they usually decide to talk about.

Combat: Tembos love to fight, and their battle tactics are as unpredictable as the vicious beasts themselves. Some attack from a distance, employing psionic attacks to weaken and confuse prey. Others use stealth to sneak close to prey so they can project a *death field*. A few prefer to play with their victims, batting them from one paw to another while using *life draining*. Some tembos even like to leap into battle from the start, attacking with claws and teeth in an enraged dance of blood and death.

In purely physical confrontations, tembos are true horrors. They can leap at a victim and attack with all four claws and deliver a bite in the same round. The front claws inflict 1d4 points of damage each, but the back claws have a tendency to



rip through softer flesh and cause more damage (1d6 points each). The most devastating attack takes the form of a terrible bite. A successful hit inflicts 1d8 points of damage and the victim must make a saving throw vs. death magic or lose one life level. This loss is permanent, and a save must be made each time the powerful jaws connect with a victim's flesh.

When attacked from a distance, the dexterous tembo can dodge nonmagical missile fire on a roll of 1-4 on a 1d10.

These beasts are fearless, always fighting to the death rather than fleeing from a battle.

Habitat/Society: Tembos prowl the desert wastes in small packs that have only the slightest social organization. Each tembo acts as it desires, not sharing prey and not bowing to any pack leader. The one cohesive trait they display is that if one tembo is attacked, the entire pack rushes to its defense.

Ecology: Tembos prefer young creatures, gobbling down newly hatched or born animals like a noble gobbles shreil eggs. In the search for their favorite food, tembos have been known to sneak into elf camps to make off with elven children, skulk about dwarf villages in search of untended toddlers, and even slip into cities to steal noble babes from their cradles. Such accounts make tembos universal objects of fear and hatred. Even warring elf tribes have been known to call a truce when a tembo pack is spotted, joining forces to hunt down the despicable creatures and slay them before they feast on elven young.

Temporal Glider

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special (see below)
INTELLIGENCE:	Average (8)
TREASURE:	Nil
ALIGNMENT:	Neutral

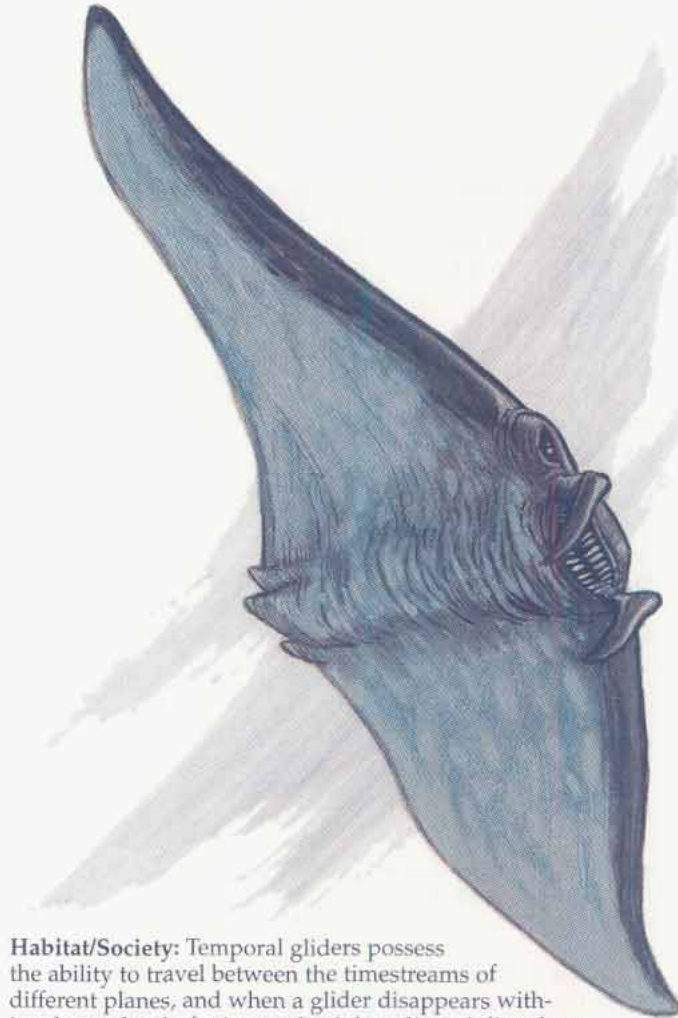
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	15
HIT DICE:	6 to 10
THACO:	15 (6 HD), 13 (7/8 HD), 11 (9/10 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Half damage from nonmagical weapons
MAGIC RESISTANCE:	20%
SIZE:	L to H (12' to 18' long)
MORALE:	Average (10)
XP VALUE:	4,000-10,000

Gliderers are large, kitelike creatures that drift along in the empty spaces of Demiplane of Time or close to the surface of a timestream. They never travel to the Prime Material Plane reality, although there is much speculation that they could do so if they ever were to have the desire. Each looks like a large black manta ray without any sort of tail—basically one giant wingspan. The tips of these wings flex slightly, but their motion appears to be thought generated.

Combat: Gliderers defend themselves if attacked, which is the only way they enter combat. They only have one means of attack. They ram their heads into those attacking them, and they can perform this maneuver only once per round. Their skin is extremely tough, and nonmagical weapons only do half damage against them (this includes any Strength bonuses, which are also halved). They are also likely to use their timestream slipping ability to escape if the combat goes badly. Any creature within 20 feet of a glider that slips into another timestream must save vs. rod/staff/wand or take 5d10 points of concussion damage from the backlash of the raging temporal tides. A creature riding on the glider is subject to the creative control of the Dungeon Master. The trip is never a pleasant one, and if the glider's unwelcome traveling companion should somehow manage to survive the trip and yet lose hold of the glider, he may have a difficult time getting back home from whatever random plane's timestream the glider deposits him upon.

Gliderers can be forced into submission if the character manages to convey his intentions to the creature and then only strikes for nonlethal damage. Normally, the character must manage to get onto the glider's back (a Dexterity check after being rammed, with a -5 modifier to the check) and then continue to cause submission (nonlethal) damage.

The glider probably slips through several different timestreams during this process, placing the character at considerable risk. The character should be forced to make another Dexterity check (without a penalty) for each of the planes the temporal glider slips into. The transfer is never a pleasant process. If the foolhardy traveler manages to survive the harrowing experience, the temporal glider eventually submits and agrees to carry the time traveler wherever he wishes.



Habitat/Society: Temporal gliderers possess the ability to travel between the timestreams of different planes, and when a glider disappears within a large cloud of mist-smoke, it has slipped directly to an alternate plane within the same reality. They are feeding on the change in temporal forces that exist along the borders of different timestreams: the temporal tides. The conflicting forces do not bother them at all, but if a creature managed to catch a ride on the back of one of these gliderers, the forces would still affect them. Such a trip would likely rip any hitchhiker to pieces in the process.

Gliderers travel alone, and they have no fixed place to which they return. They simply roam the Demiplane of Time constantly, like a shark in deep waters. While they are intelligent, temporal gliderers have absolutely no interest in treasure and are never found with any.

Although they must feed on something, they have never been seen eating, and they never interact with other creatures by choice. They are a mystery to most adventurers, and only the most curious or antagonistic bother with these indifferent creatures. Some chronomancers have fit that bill nicely, though, and through their researches, they have found that what temporal gliderers are actually doing as they drift among the mist-smoke is continuously feeding. They do this much in the way that a great whale sifts plankton from the sea.

Ecology: It is rumored that a limited number of harnesses have been invented for the purpose of subduing these creatures. After all, controlling a steed that can shift between the planes at will can be quite useful. However, none of these legendary harnesses have ever been found, although it's improbable that a person would even recognize one when presented with it.

Temporal gliderers do not bear their service willingly. Given the opportunity to escape, they do so at once. They are especially wont to do this when their rider returns to reality for a period of time. There is a good chance that when the chronomancer returns to look for the glider, the creature may well be long gone.

Temporal Stalker

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small groups
ACTIVITY CYCLE:	Any
DIET:	Special (see below)
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	4 + 2
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Level drain; special
SPECIAL DEFENSES:	hit only by +1 or better magical weapon
MAGIC RESISTANCE:	20%
SIZE:	M (6' tall)
MORALE:	Average (10)
XP VALUE:	1,750

Temporal stalkers are the undead of the pseudo-reality of the Demiplane of Time, and a large number of them used to be chronomancers. Since the basis of their existence depends on temporal forces, traveling to other-planar reality means instant destruction for the stalkers. They appear to be composed entirely of the mist-smoke of Demiplane of Time, condensed down into a near-solid form. Flashes of silver light seem to pulse from within their forms, and twin red glows replace their eyes. As one moves, a glimpse of its physical body can sometimes be seen through a haze of mist, although this may only be an illusion of some sort.

Combat: Temporal stalkers usually hunt alone unless they are after a large group or a exceptionally powerful individual. They track a single target for months until they are able to catch him surprise. If a small group of travelers is involved, the stalkers wait until one separates from the others before attacking. A successful hit by a temporal stalker causes only light damage, but also drains one level and all the abilities that go with it. Alternatively, with the same touch, the stalker can use *paradox* on a victim, fouling its past. Often it uses this to exchange a spell that a wizardly victim has memorized for one that is entirely useless in the given situation.

A character drained below level 0 becomes a temporal stalker himself. Mist-smoke begins to swarm around the victim's body until, several days later, most of his physical body is hidden within the shroud. Companions can prevent the transformation by bringing the body back to reality before the new stalker awakens.

Habitat/Society: Temporal stalkers have no lairs, and they are beyond the desire for material wealth. The only thing a temporal stalker actually possesses is a deep-seated hatred for linear creatures and a desire to see them destroyed. These evil undead are highly intelligent and know much concerning the Demiplane of Time, which is one more thing to drive them into anger, since they can no longer use this information. It's no good to them if they can never leave the pseudo-plane and have an effect upon reality.

Of all linear beings, temporal stalkers hate the Guardians the most, as these men and women have the most effect upon reality of any chronomancers. The jealousy the temporal stalkers feel burns brightly in them, and they sometimes organize small ambushes for a Guardian if they think there is any



chance of catching the powerful chronomancer by surprise. This is hardly likely, as the Guardians are well aware of the temporal stalkers and the dangers that they represent to travelers of the Demiplane of Time.

Despite this hatred that is focused upon them (for which they are sometimes painfully aware), the Guardians usually choose to leave the temporal stalkers alone. Since the creatures can't slip into reality, they are no danger to the timestream. In fact, they act as a kind of weeding-out system. In the opinion of many Guardians, chronomancers who are too unwary to deal with temporal stalkers are stupid (or at least incautious) enough to present a danger to the timestream themselves. If the temporal stalkers take care of these bumbly early on, then it may never be up to the Guardians to do so if the fools somehow manage to gain power.

On the other hand, those who survive an encounter with a group of temporal stalkers learn a fine lesson of the dangers of time traveling. The impact that this can have is far more effective than any lecture a Guardian might give.

If there is any hope of dealing with a stalker, it is through exploiting their desire to seek the destruction of a Guardian above all else. More than one cunning chronomancer has been spared by a group of temporal stalkers by promising to deliver a Guardian or two into a trap of their devising—the more Guardians, the better. Of course, several of these deals fell through when the stalkers' victim simply told the Guardians of the creatures' plans. Now, the stalkers are more than a little wary of cutting such deals, and getting them to agree to one takes some doing.

Ecology: Temporal stalkers cannot exist outside of the normal Demiplane of Time. They are neither hunted by temporal creatures, nor do they hunt such creatures. Temporal stalkers roam the various timestreams of Demiplane of Time in search of one thing: linear lifeforms intruding upon their realm. Once the mist trail left by a traveler is discovered, a temporal stalker tracks that individual down (unless, of course, the traveler leaves before the temporal stalker manages to catch up with him). Temporal stalkers can move just as fast as most chronomancers, and they never have to sleep, so it is rare to outdistance them.

Tether Beast

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very (11)
TREASURE:	I
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	10+2
THACO:	11
NO. OF ATTACKS:	5 (four claws, one bite)
DAMAGE/ATTACK:	2d6/2d6/2d6/2d6/2d4
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Hit only by +1 or better magical weapon
MAGIC RESISTANCE:	25%
SIZE:	H (20' long)
MORALE:	Average (10)
XP VALUE:	15,000

The tether beast is often referred to as the dragon of the Demiplane of Time, but in fact, it more closely resembles a behir. It is long and snake-like, with four pairs of legs unevenly spaced along its body. The legs are much longer than a behir's, but they are normally kept tucked up close to the body, giving the (sometimes fatal) illusion of the beast having a short reach. Its back and legs are covered with iridescent scales, and its underside features a softer, black skin. The head is reptilian with a short snout filled with dagger-like teeth. These creatures exist only on the Demiplane of Time.

Combat: Tether beasts prefer to attack their intended victims from ambush if possible, but they attack even if they are the ones surprised—or if they're wounded, or being offered an appeasement, or if they're hungry or full. Basically, they are happy to attack anyone at any time for any reason—or even no reason at all.

In combat, the creature continues to hold on to nearby lifelines with at least four claws while attacking with all of its other four limbs, plus its savage bite. It can attack in any direction it wishes with its claws, and the long reach of its arms puts it into melee range even against opponents armed with polearms. For opponents who devise an attack method just out of reach, the tether beast grabs hold of the lifeline tightly with its back four claws and whips the entire upper half of its body out toward its intended victim, raking with all five attacks. A creature may try to force one of the beast's four lifeline claws away from the lifeline. Whether or not it is successful, the only result is that the tether beast turns on that creature with every attack, including an extra claw attack from the limb that the victim just freed.

Anytime after the first combat round, if the tether beast does not seem to be winning the engagement, it uses a breath weapon attack that has a range of 30 feet and can be directed against one creature only. The breath weapon appears to be composed of the mist-smoke of Demiplane of Time, but any creature it hits must save vs. death magic. A failure results in the character rapidly aging to the point that he crumbles into dust. A success means that the adventurer only ages 20 years (check the maximum lifespan of the race to determine the effects).

Tether beasts are smart enough to know that humans are excel-



lent targets for this breath weapon, and they do not mind using it against them when possible, since the tether beasts seemingly can gain almost as much nourishment from the leftover pile of dust. This breath weapon can be used once every 10 rounds.

Habitat/Society: A tether beast has no lair. It is always on the move. These beasts frequently travel in pairs, and if a third beast is present, it is usually a young offspring of the two larger ones. The offspring has 6+1 Hit Dice and proportionately weaker abilities.

The tether beast (or the largest of the group) stores treasure within several hidden pouches that can be found within the softer area of its underside. Large items of obvious value, or any magical item it might have, are dragged along in one claw. Tether beasts have a 10% chance of being able to use a magical item. Otherwise that claw is considered unuseful for attacks or movement.

Though it is assumed that the tether beast can travel like other creatures on the Demiplane of Time (by walking or floating along), it always crawls along the lifelines with at least four of its claws wrapped about one of the silver cables. Now and then, it seizes a lifeline in its mouth and gnaws at it with its vicious teeth, but no damage is known to be caused to the lifeline's possessor. Some adventurers that have been contacted by chronomancers about these incidents have reported that, at the time in question, they sensed a chilling effect, similar to the old saying of someone walking across their grave, but no apparent physical harm was done to them or their lifeline.

Ecology: The tether beast is far and away the fiercest hunter on the Demiplane of Time. It attacks and eats anything it happens to come across, from tempsynth to temporal gliders, and apparently chronomancers rank high on the top of the list of their favorite foods. Nothing is known to attack it except adventurers. A tether beast that finds the silver mist trail of a Demiplane of Time traveler follows it until the trail disappears or the adventurer is found.

Thessalmonster

	Thessalhydra	Thessalmera	Thessalgorgon	Thessaltrice
CLIMATE/TERRAIN:	Damp, dark places	Damp, dark places	Damp, dark places	Damp, dark places
FREQUENCY:	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Nocturnal	Nocturnal	Nocturnal	Nocturnal
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	Incidental	Nil (Any)	Nil (A)	Nil (D)
ALIGNMENT:	Neutral	Neutral evil	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	0	5/2/0	2	3
MOVEMENT:	12	12	12	12
HIT DICE:	12	10	10	8
THACO:	9	11	11	13
NO. OF ATTACKS:	10	9 to 11	9	9
DAMAGE/ATTACK:	1d6 (x8)/1d12/1d20	1d6 (6-8)/3d4/1d12/2d4	1d6 (x8)/2d6	1d6 (x8)/1d10
SPECIAL ATTACKS:	Poison, acid	Acid, fire, immobilization	Poison, petrification	Poison, petrification
SPECIAL DEFENSES:	Immune to acid	Regenerate, resist fire, immune to acid and petrif.	Immune to acid and petrification	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	12,000	10,000	9,000	8,000

The thessalmonsters are a family of hybrid monsters resembling hydras. There are four known types of thessalmonsters.

The actual derivation of the name "thessal" is unknown. Legends suggest that the name thessal referred to a person or organization responsible for the creation of these monstrosities, or the land where they were first encountered.

The original thessalmonster is now extinct. It resembled the thessalhydra except that it lacked the fringe of serpentine heads. The thessalmonster was so genetically unstable that it was able to crossbreed with other monsters, such as hydras, gorgons, chimerae, and even the drastically smaller cockatrice.

Thessalhydra

The thessalhydra resembles an eight-headed hydra. It has a large, reptilian torso and tail measuring 30 feet long (8 feet tall at the shoulder). Eight serpentine heads surround a large, circular mouth rimmed with jagged teeth. Each serpentine head and neck measures 6 feet long. At the end of the 18-foot-long tail is a pair of sharp pincers.

Most of the shiny hide is a deep green. The undersides of the necks, torso, and tail are ochre yellow. Patches of reddish yellow hair cover the chest and upper forelegs. The eyes are dark red.

Combat: The thessalhydra attacks with its serpentine heads. Each head attacks independently and bites for 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The main mouth bites for 1d20 points of damage plus an additional 1d20 points if the victim fails a saving throw vs. poison. The tail pincer can grasp an opponent, deliver 1d12 points of damage, and deposit the victim in the mouth in the same round. Items placed in the central mouth must roll saving throws vs. acid and crushing blows each round until destroyed or removed.

Once per day, the thessalhydra can spit out a gob of acidic saliva from its main mouth. This gob can cover a 12-foot-diameter circle at a range of 30 yards. Creatures struck by the acid suffer 12d6 points of damage (half if a saving throw vs. poison is successful).

Thessalhydrae are immune to all acids and acidic poisons.

A fringe head can suffer 12 points of damage before it is sev-

ered. Damage done to heads does not affect the overall hit points of the monster. Severed heads are regenerated in 12 days.

Habitat/Society: Thessalhydrae prefer dark, damp settings, such as swamps, jungles, and subterranean lairs. They do not collect treasure. Such items as they possess are the remains of former meals that have somehow survived the chewing and acid of the monsters' digestive tracts.

Ecology: Thessalhydrae are often confused with hydras. They prey upon their less intelligent kin and anything else edible that wanders by. They may take advantage of their resemblance to attack would-be hydra slayers.

Their eggs are worth 7,500 gp and young are worth 12,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessalmera

The thessalmera is a hybrid of thessalhydra and chimera. It has the scaled, lizardlike body and pincer-clawed tail of the thessalhydra, six to eight snakelike heads, a lion's head in the middle of the snake heads, and a red-dragonlike head above these on the upper back. The lion's head is covered in reddish gold hair. Patches of red-black hair cover the chest and upper forelegs.

Combat: The snakelike heads cause 1d6 points of damage per bite, plus 1d6 per hit from the monster's acidic venom (half if a saving throw vs. poison is successful). The thessalmera cannot spit acid.

The lion jaws' bite causes 3d4 points of damage. The pincer-like tail inflicts 1d12 points of damage on a hit and can grasp one man-sized or smaller opponent. Victims are held immobile and can escape with a successful open doors roll (1d20, with a +5 bonus, one attempt per round).

The dragon head bites for 2d4 points of damage or breathes fire up to six times. The flame extends in a cone 5 feet wide at its mouth, widening to 50 feet at its maximum range of 20 feet. The flame causes 3d8 points of damage (half if saving throw vs. breath weapon succeeds).

Thessalmonster

The serpentine heads can be killed with 12 points of damage; harming these does not diminish the monster's overall hit points. The thessalmera is always controlled by the lion head unless this is damaged or destroyed, in which case the dragon head takes over. If that is destroyed, the thessalmera becomes a semi-intelligent, frenzied berserker, fearlessly and recklessly attacking everything within reach. When it is done, it retires to a cave to regrow its missing heads.

Thessalmera regenerate 2 hit points every 24 hours. They are resistant to fire (+3 bonus to saving throws vs. heat and fire). They are immune to petrification and acid.

Habitat/Society: These fearsome creatures make their lairs in swamps, jungles, and caverns. They can endure extreme environments with impunity.

Ecology: The cunning thessalmera is often found close to society, where it can feed on livestock and travelers under the cover of night. It prefers human flesh to other meats.

Eggs are worth 8,000 gp. Young are worth 12,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessalgorgon

The thessalgorgon is a hybrid of a thessalhydra and a gorgon. It has the scaled, lizardlike body of the thessalhydra, eight snakelike heads, and a bull's head in the middle of the snake heads. The entire body is covered in thick, metallic scales that are a coppery green in color. A thatch of green-black hair covers the top of the bull's head, the chest, and upper forelegs.

Combat: Each head attacks independently and bites for 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The main mouth bites for 2d6 points of damage plus an additional 2d6 points if the victim fails a saving throw vs. poison.

Four times per day, the thessalgorgon can breathe out a cone of petrifying gas measuring 5 feet at the mouth, 60 feet long, and 20 feet wide at the end. Victims who fail their saving throws vs. petrification are immediately turned to stone.

Thessalgorgons are immune to petrification and all acids.

A fringe head can suffer 12 points of damage before it is severed. Damage done to heads does not affect the overall hit points of the monster. Severed heads are regenerated in 12 days.

Habitat/Society: These monsters prefer caves in wilderness regions.

Ecology: The eggs are worth 7,000 gp and the young are worth 10,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessaltrice

The thessaltrice is a hybrid of a thessalhydra and a cockatrice. The eight fringe heads of the thessaltrice resemble the head and neck of a cockatrice. The wattle, comb, eyes, and tongue are bright red. The green neck is covered with reddish gold feathers. The reptilian torso and tail are deep green with a yellow underbelly. The torso measures 12 feet long (6 feet at the shoulder), while the tail is 8 feet long. Each cockatricelike head and neck measures 6 feet in length.



Combat: The thessaltrice attacks with its circle of cockatrice-like heads. Each head can attack independently with a bite that causes 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The central mouth inflicts 1d10 points of damage plus 1d10 if the victim fails a saving throw vs. poison. Each head can attack independently. Fringe heads take 8 points of damage before they are severed. Lost heads regenerate in 10 days. Damage done to heads does not injure the body.

Each head can, once per day, petrify a victim by touch. This petrification effect can extend into the Astral and Ethereal planes.

Habitat/Society: The thessaltrice prefers warm conditions, such as tropical swamps, jungles, and caverns.

Ecology: Thessaltrice treasure consists of the possessions of petrified victims.

The eggs are worth 5,000 gp and the young are worth 10,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Time Dimensional

	Common	Noble	Royal
CLIMATE/TERRAIN:	Demiplane of Time	Demiplane of Time	Demiplane of Time
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary (see below)	Solitary (see below)	Solitary (see below)
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special (see below)	Special (see below)	Special (see below)
INTELLIGENCE:	Highly (13–14)	Genius (18)	Supra (19)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 (see below)	1 (see below)	1 (see below)
ARMOR CLASS:	2	2	–5
MOVEMENT:	See below	See below	See below
HIT DICE:	12 or 16	20	24 or 28
THAC0:	9 or 5	1	1
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d4 or 4d4	5d4	6d4 or 7d4
SPECIAL ATTACKS:	See below		
SPECIAL DEFENSES:	+3 or better magical weapon to hit	+3 or better magical weapon to hit	+3 or better magical weapon to hit
MAGIC RESISTANCE:	25% (90% in reality)	25% (90% in reality)	25% (90% in reality)
SIZE:	S (3' diameter)	S (4' diameter)	L (7' diameter)
MORALE:	Average (10)	Average (10)	Average (10)
XP VALUE:	4,000 or 8,000	12,000	16,000 or 20,000

There are three different varieties of time dimensionals: the common, the noble, and the royal. Often misnamed as *time elementals*, time dimensionals are intelligences composed entirely from the essence of time. They are one of the few temporal creatures that can travel to reality. There, each appears as a cloud of fire, dust, or vapor. On the Demiplane of Time, each manifests as a translucent sphere of light silver energy. They pose one of the greatest hazards to travelers of the Demiplane of Time due to their incredible abilities.

Time dimensionals seldom appear in reality, as the forward motion of time makes them uncomfortable. They much prefer to roam about the neutral territory of the Demiplane of Time.

Combat: Time dimensionals never attack unless attacked. In reality, they spray a fine, powdery substance at their attacker. On the Demiplane of Time, they simply lash out with pure temporal forces, doing no visible harm, but causing severe damage from the shock. Even temporal creatures are affected by this, though their magic resistance can negate the effect.

In reality, dimensionals often slip in and out of time at will. Since they are nonlinear creatures, they are able to double their lifelines (if they can be said to have such things) as often as they like (in theory, at least—they seem loathe to do so except in the most dire circumstances). In this way, they can bring versions of themselves from other times to help out, effectively adding 1–4 copies of themselves to the combat. A hit on any one creature damages them all, though, so a dimensional typically brings in its other selves, makes multiple attacks in a single round, and then vanishes.

With its power to move through time, the dimensional can usually break off contact in reality at will. Chronomancers should realize what has happened, though, and they can track the creature to the Demiplane of Time if its wake in the mist-smoke can be followed. A time dimensional can move at a rate of 10 yards per round per Hit Die in reality or the Demiplane of Time, so it can likely get away.

Because of their nonlinear nature, time dimensionals can even double themselves on the Demiplane of Time. If pressed, they can attempt to get away by slipping back into reality, but anyone that they would meet in the Demiplane of Time would likely be able to follow them back. Dimensionals realize this, but they also realize that the number of times a humanoid can slip back and forth is usually limited, unlike the dimensional's innate ability. They have been known to slip back and forth so often that no chronomancer could possibly keep up.

Chronomantic spells are useless within 30 yards of a dimensional, as it absorbs them like food. These spells cannot affect

the dimensional at any range or reveal anything about it or its actions, unless otherwise noted in the spell's description.

In reality, a dimensional's magic resistance is 90%, as it is difficult for an attacker to figure out exactly where in time a dimensional is long enough to attack it. On the Demiplane of Time, this drops to 25%, as time doesn't flow regularly there.

Habitat/Society: Dimensionals exist at a level that can only be theorized. Any one exists at all times simultaneously, yet all versions of it function throughout time independently. A hero only meets up with one version initially, though.

The dimensionals roam the Demiplane of Time, feeding off the momentum of time, and they stay away from most creatures, as well as other dimensionals. Turbulence attracts time dimensionals, since the disturbance to the timestream causes easier feeding. For this reason, a dimensional is sometimes attracted to a chronomancer and may even slip to reality to find him if the wizard's spells are creating enticing turbulence.

Trying to communicate with a time dimensional is tricky. Even gaining their attention can be impossible. They recognize spoken words, but tend to ignore them. If a time dimensional speaks, it does so by manipulating time and drawing words from the listener's past. The hero hears fragmented sentences spoken in his own tongue. Some beings, usually chronomancers, have been known to cut deals with these difficult creatures, but usually at great cost and risk.

Noble Time Dimensional

Noble time dimensionals can additionally cast a *time stop* (which can even affect common dimensionals), age a creature by 1d20 years, cause a creature to grow younger by 1d20 years, age nonliving vegetable matter by 10d20 years, age mineral material by 10d100 years, and move up to four creatures from reality into the Demiplane of Time and back at a time (subjects can save vs. spell if unwilling). Each power is usable once per round, at will, once per day.

Royal Time Dimensional

Royal dimensionals are even more powerful than their brethren. They are said to rule the others, but no evidence has been brought forth to corroborate this, other than the fact that they can summon 1–4 common (70%) or 1–2 noble time dimensionals (30%) once per day. Royals have the same powers as the nobles, but can use them each once per hour. Also, royals can use *Articus's melee manager* every round to get in more attacks if they like. Royal dimensionals can use *temporal shell* up to once per hour, creating a small area that exists between the ticks of a clock for one turn per Hit Die.

Tomb Tapper—Thaalud

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	High (13–14)
TREASURE:	Qx4 (special)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1–12
ARMOR CLASS:	–2
MOVEMENT:	9, Br 1–4
HIT DICE:	8 + 8
THAC0:	13
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	4d6/4d6/1d12+9 or 1d12+6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (15'–21' tall)
MORALE:	Elite (16)
X.P. VALUE:	8,000

Thaalud appear as tall, naked, sexless, and hairless humanoids with very hard, smooth, blue-gray skin, claws that can dig through solid rock, and great toothed mouths in their bellies. Their smooth, featureless heads have earned them the nickname “the faceless.”

Combat: Thaalud attack with iron-hard, long-fingered hands (4d6 damage each), and bend over or hurl themselves atop opponents to bite with their abdominal mouths (which crush and tear armor, rock, flesh and bone alike, one bite doing 1d12 +9 damage). If they lack the room for such maneuvers, or don't want to close with opponents, they swing great hammers for 1d12+6 damage. Tappers can wield these weapons one-handed (–2 on attack rolls) and throw them with great accuracy (+2 to hit).

Thaalud see by sonar (they emit inaudibly high sound waves, which bounce back) accurate up to 440 feet even in darkness. This sense enables them to locate invisible creatures and objects and makes them immune vision-related spells (such as *phantasmal force*, *color spray*, and *hypnotic pattern*). They communicate by means of humming sounds created by skin vibration (this language is partially understood by mind flayers) and by a limited telepathy (120-foot range, no mindreading or attacks possible from either end). Tappers can detect magic at will and can *animate rock* (as the 7th level priest spell, affecting up to 9 cubic feet of rock for 1d4+2 rounds; determine duration randomly each time used) once every 12 turns.

Tomb tappers are immune to enchantment/charm spells and fire- and cold-based attacks of all sorts. Electrical attacks do them half (if the save is made, no) damage. They save vs. petrification at –2. A tomb tapper turns to stone 1–2 rounds after dying.

Habitat/Society: Tomb tappers get their name from their habit of burrowing up from the depths to plunder tombs, temples, and wizards' towers in search of magical items, which they carry off. They usually try to seize magical items from encountered beings.

Magic is sacred to thaalud; they never use any magical items, but protect and venerate them. Tappers spend their long lives in an eternal search for the source of all magic, which they believe lies hidden somewhere deep in the earth. They are somewhat in awe of earth elementals, believing them to be created at this mysterious source, and are reluctant to attack them.

Thaalud keep as common treasure (owned by the clan as a whole) all magical items, and guard these watchfully. As person-



al treasure they keep pretty rocks (but not gems, which are dull when uncut) such as quartz, jade, agate, and amethyst. These are stored in caverns of *glowrock*, in the utter depths. (Glowrock is a stone that gives off a natural amber or lime-green *faerie fire*. It is harmless and useful as a light source but too soft to carve. It is often present in radiation-strong areas of the Underdark, glowing brightly when exposed to such radiation—but is not itself a radiation source. Tomb tappers don't need it as a light source, but seem to sense and enjoy the glow nonetheless.)

Ecology: Tomb tappers are not natural creatures. Their existence has been traced back to the very beginning of the Shadowed Age of Netheril, when a group of powerful wizards created them to seek out the source of the drain on magic that was beginning to reach across Netheril. This is supported by their faceless heads (suggesting they have been changed from a humanoid norm) and by their spell immunities (suggesting they were created to fight the phaerimm). Tapper beliefs indicate they know magic has power over them. Some, including Elminster, think thaalud were originally made from rock animated in human form. This view is supported by their turning to stone at death.

Thaalud skin varies in porosity at will; through it, tappers take in needed water. Their gigantic jaws can crush rock, from which thaalud extract mineral sustenance. They also digest iron from blood and bone marrow if such become available, but do not hunt to eat.

Thaalud customarily wield great hammers of *arenite*, an alloy derived from magma (the exact composition is secret). These hammers are 10 feet or more long, heavy, harder than most rock, and very durable. Tappers can dig through rock with their claws, but use their hammers to split rock when a smooth surface is desired.

Thaalud are naturally long-lived and form regional clans. It is not known whether they have young or give birth; no children or pregnant thaalud have ever been seen. Even who leads a clan is not known, although thaalud make and keep deals with other beings, and hence are assumed to respect rules and authority.

Thaalud will aid *svirfneblins* and *dwarves*, whose magic they leave unmolested. They have no interest in *drow* cloaks, boots, and other items that resemble magic because of Underdark radiations and not true *dweomers*. Thaalud hate *umber hulks*, sometimes enslaving them from birth, mutually ignore *xorn*, dislike *duergar* and *drow*, and are bitter foes of *illithids* and *phaerimm*, who have slain more than a few thaalud.

Undead Dragon Slayer

CLIMATE/TERRAIN:	Any (Io's Blood islands)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High to genius (13–18)
TREASURE:	Nil
ALIGNMENT:	Varies

NO. APPEARING:	1 or 1–4
ARMOR CLASS:	0 (–1, –2, or –3 vs. dragons)
MOVEMENT:	12
HIT DICE:	9, 10, or 11 (10-sided dice)
THAC0:	11, 10, or 9
NO. OF ATTACKS:	3/2
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	60%
SIZE:	M (6'–7' tall)
MORALE:	Fearless (19)
XP VALUE:	7,000

An undead dragon slayer is a horrifying creature returned from death to destroy dragons. The undead dragon slayer has a skeletal visage, rotted flesh, and dead, hollow eyes. Most stand between six and seven feet tall, and weigh around 250 pounds in armor. The armor is specially crafted plate mail, with a dragon-scale design and dragon-shaped helm. Now battered and beaten, it glows with supernatural color—inspired by the dragon type the slayer hates most. Undead dragon slayers are of neutral or evil alignment.

With a voice as cold as the dead and as deep as a grave, an undead dragon slayer speaks its native tongue, as well as the languages of dragons.

Combat: The undead dragon slayer retains the fighting skills it had in life, and gains more from its undead nature. Undead dragon slayers are immune to the effects of dragon fear, and take either half or no damage if they make a successful saving throw vs. breath weapon. They can't be turned by clerics, but are driven away by the *holy word* spell.

Their special armor provides a base Armor Class 0. Against dragons, this improves to –1, –2, or –3, depending on the Hit Dice of the slayer. The slayer's THAC0 improves from 11 at 9 Hit Dice to 10 at 10 HD and to 9 at 11 HD.

Undead dragon slayers use long swords (80% likely) or two-handed swords (20% likely). This weapon functions as a sword +2, dragon slayer in the slayer's hands, and the slayer can attack three times in every two combat rounds. Supernatural strength gives them an attack bonus of +5 against dragons and a damage bonus of +15, +16, or +17, depending on the slayer's Hit Dice (against nondragons, the bonuses are +3 to hit and +6 damage). Undead dragon slayers know five of the following special attack forms: *breath stun*, *breach attack*, *dodge attack*, *double damage*, *great blow*, *weapon throw*, and *wing attack*.

Breath Stun: Aimed at the gullet, this attack (at a –4 penalty) disables the breath weapon. Besides the damage, the breath weapon is disabled for 1 round per point of damage inflicted.

Breach Attack: The slayer must be facing the dragon's underbelly (neck to abdomen), spend a round without attacking, and make an Intelligence check. This gives the slayer's next attack roll a +6 bonus, +2 if the Intelligence check is failed. Breach attacks can be combined with *double damage*.

Dazzle: Twirling a weapon confuses the dragon and prevents it from casting spells or using innate magical powers by disrupting the its ability to concentrate.

Dodge Attack: A combination of evasion and attack in one round, this requires a successful Dexterity check. The slayer receives a 4-point Armor Class bonus, a +2 to saving throws vs. breath weapon, and an attack roll bonus of +2.

Double Damage: On a successful attack roll the base damage inflicted by the weapon is doubled; other bonuses for magic, Strength, etc., are added normally. Double damage can be combined with a *breach attack* if both techniques are known.

Great Blow: This attack uses everything a slayer has and can be aimed at any part of the dragon's body. A slayer expends hit points and receives a –4 penalty. If successful, the dragon takes normal damage for the attack plus as many more hit points as the slayer expended.

Weapon Throw: The slayer hurls his *primary* weapon at the dragon. Ranges and attack penalties are: short 15 feet, –2; medium 30 feet, –4; long 45 feet, –6. Damage is determined normally. No other special attack can be used with this one.

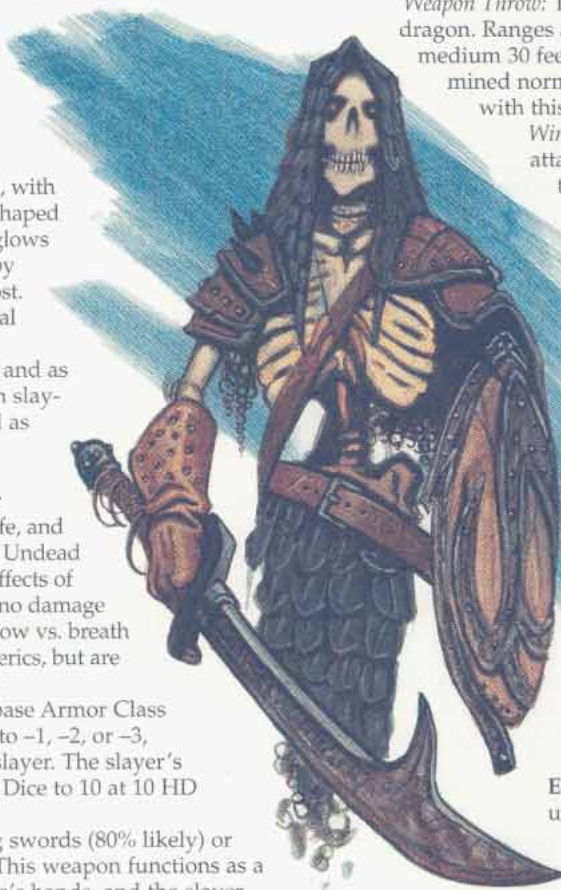
Wing Attack: Aimed at the wing muscles, this attack (at –3) inflicts normal damage and keeps the dragon from flying for 1 round per point of damage inflicted.

Habitat/Society: Most undead dragon slayers are called back from the grave by necromantic magic. Though it retains its own mind and agenda, it must obey the commands of the summoner—at least until its task is complete or it somehow wins its freedom. A small number of dragon slayers actually will themselves back from the dead. These individuals have the utmost faith in their cause, an undying hatred of dragons, and a supernaturally strong will. All dragon slayers are driven to destroy dragons and those who would offer aid to them. An undead dragon slayer might be found in the company of skeleton warriors.

Ecology: In the COUNCIL OF WYRMS™ setting, undead dragon slayers were members of the vast army of human warriors who invaded the Io's Blood isles in ages past. Any slayer of 9th level or greater who died before his

holy task was finished might rise as an undead warrior. Many died on the Weeping Plains of Exaurdon Island.

While a slayer does not need to eat, it must slay dragons to replenish its energy. Killing a dragon provides enough energy for one month per Hit Die the dragon had. A slayer failing to replenish its energy within one week of the moment its last meal fades loses strength and must return to the sleep of the dead.



Unicorn, Black

CLIMATE/TERRAIN:	Forests, plains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	24
HIT DICE:	4 + 4
THACO:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d6/1d6/1d4/1d12
SPECIAL ATTACKS:	Charge, <i>cause light wounds</i>
SPECIAL DEFENSES:	Teleport
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Elite (14)
XP VALUE:	975

Black unicorns resemble their white relatives, but they are twisted and evil. They are coal-dark creatures sporting silky black manes and burning red eyes. With their horns long and spiraled, chased with silver, they are quite beautiful. Male black unicorns are bearded. The females are more slender than the males, but retain a heavy musculature.

Highly intelligent, black unicorns can be taught to speak Common, and there are rumors that some evil wizards are trying to teach them spells with purely verbal components.

Combat: Although black unicorns do not have the white unicorns' ability to move silently or sense the presence of enemies, they are never surprised and fight in battle with front hooves and horn, biting with sharp-edged teeth. A black unicorn's horn does not have any attack roll bonus. Like white unicorns, black unicorns can charge to the attack. If a black unicorn moves at least 30 feet over open ground, its horn can strike for 3d12 points of piercing damage. The unicorn cannot attack with its front hooves in the round it charges.

Black unicorns can *cause light wounds* three times a day and can instantly *teleport without error* once a day. To cause wounds, the unicorn must touch its opponent, and this may be used in conjunction with a horn attack. The teleport includes only the unicorn itself and not its rider—such riders often find themselves abandoned in the midst of bad combat situations by their chaotic mounts.

Habitat/Society: Black unicorns allow themselves to be ridden only by human or drow females of evil alignment. Evil-aligned females must petition a suitable unicorn; if the female is acceptable, the unicorn will serve. If not, it immediately attacks the supplicant, making the approach somewhat hazardous.

Despite their success and usefulness in combat, black unicorns are fickle and chaotic, mostly concerned with their own safety rather than that of their riders or companions. It is not at all unusual for a black unicorn to flee combat when the tide turns against it, dislodging a rider or teleporting away by itself and leaving others to fend for themselves.



In the FORGOTTEN REALMS® setting, most black unicorns are kept as pets by Red Wizards of Thay or serve in the Thayan military. A few wild specimens have escaped, however, and some small herds roam Thay and its vicinity. These herds are dominated by their strongest member, male or female. They appear to inflict pain and suffering on those around them for the sheer joy of it. They are especially fond of attacking horses and normal unicorns, which they passionately hate.

Ecology: These foul creatures were created by the Red Wizards of Thay, who fused the blood of tanar'ri and other evil creatures with that of ordinary unicorns, creating a hateful, demented creature that lives for violence and combat. Black unicorns are carnivores especially fond of the flesh of humans, elves, horses, and ordinary unicorns. Now, many are kept as pets by the Red Wizards, and black unicorns have become a mainstay of the Thayan military. In spite of their unruliness as mounts, they serve in large numbers. Several major units of black unicorns and evil-aligned female riders serve the zulkirs of Thay. For example, the Sisters of Cyric, a prominent regiment sworn to serve the Zulkir Aznar Thrul, consists of evil female priestesses of Cyric mounted on black unicorns.

The horn of a black unicorn is highly prized. Powdered, it can be used to create a potent poison equivalent to a Type N contact poison (onset time 1 round, Death/25; DMG Table 51). If the horn is fixed to a lance and wielded in a charge, a mounted warrior inflicts the black unicorn charge damage (3d12 points of damage).

CLIMATE/TERRAIN:	Carceri
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil (A)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 (2–8 in Carceri)
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	4 + 2
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d4
SPECIAL ATTACKS:	Poison, burrowing tentacle
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Steady (11–12)
XP VALUE:	975

The evil vaaths are known throughout the planes as relentless, vicious killers. These bloodthirsty, intelligent terrors like to inflict pain and misery as well as kill.

A horrible amalgamation of insect and reptile, the vaath's long body is covered with dark scales, while its head is protected by a hard black carapace. Long white teeth drip venomous saliva as they protrude from its oversized, lipless mouth. The snout is whiplike, the narrow-slitted eyes peek out from under its chitinous head-shell. A small, almost tongue-like tentacle lurks in a cavity just behind the beast's mouth. The body is sleek and muscular, able to make quick dashes or keep up an enduring, tireless pace.

Vaaths use a limited series of hisses, growls, and barks to communicate. It is a crude language, impossible to understand or speak without magical aid.

Combat: The bite of the vaath inflicts 1d8 points of damage; further, its venom kills anyone bitten who fails a saving throw vs. poison (onset time 1d4+1 rounds). If the vaath has time to play with its prey rather than killing it quickly, it restrains itself from using the poisonous bite. Instead, it protrudes the writhing appendage from below its mouth.

This tentacle, capped by a sphincterlike mouth, shoots out, stretching as far as 10 feet. The tiny mouth bites foes, inflicting 1d4 points of damage. A victim struck by this attack must make a Strength check to pull away, or the vicious mouth tears into the hapless victim with terrifying speed, pulling the extended tentacle behind it. This attack automatically inflicts 1d4 points of damage per round. After 1d4+2 rounds, the burrowing mouth reaches the base of the victim's skull, severing the skull from the spine. A victim who is still alive at this point can no longer move from the neck down. Death comes 1d6+4 rounds later, but the vaath takes full advantage of this time to torment the dying victim. While the vaath's victim can no longer feel anything, the evil fiend takes delight in tearing the body apart as the victim watches, helpless.

During the burrowing, only the death of the vaath will save the victim from having his spine snapped. After the severing, only timely magical healing can save the victim's life. Additional magical healing is required to restore mobility.

This mode of attack is so ghastly and horrible that anyone witnessing it must make a Wisdom check or be stunned for 1d3 rounds in utter horror. Any victim of the burrowing and subsequent paralyzation who is rescued before death must



make a saving throw vs. death magic or lose one point of Wisdom as his sanity is shaken to its core.

Note: For monsters without Strength or Wisdom ability scores, substitute a saving throw vs. paralysis with a +2 bonus; a roll of 1 fails regardless of adjustments. The *DM™ OPTION: High Level Campaigns* book has an optional method for generating suitable monster scores.

Habitat/Society: Vaaths live in the jungles of Cathrys, the fourth layer of Carceri, terrorizing the layer's few inhabitants. Their evil is pure and wholly detestable. These creatures cannot be reasoned with, nor do they show mercy. Even the most powerful of gehreleths move through vaath-infested areas with caution. While even some of the lesser fiends of the Lower Planes could certainly defeat a vaath in battle, the threat of what the creature enjoys doing to its victims inspires fear and loathing in all who know of its existence.

Vaaths roam in packs, but keep individual lairs—tiny, cleared spaces beneath the thick, dark jungle growth. They often collect as trophies the belongings of intelligent creatures they have killed. Vaaths sometimes refrain from eating small portions of their victims, such as a hand, a head, or an eye, and save these as trophies too.

The acting pack leader is always a female vaath, for the females are usually the more intelligent (and insidious rather than savage) of the species. Most of the time, however, no leadership is required. The vaath pack's course of action is clear: Hound the prey until it falls, and torture it until it dies.

Vaaths greatly desire to be summoned, and don't mind being subjugated by others, as long as they are taken to a greater selection of victims. They happily work for powerful fiends as guards, torturers, or even pets, as long as they are well fed and allowed to partake of their evil pleasures.

Ecology: Vaaths are found almost exclusively on the layer of Carceri known as Cathrys, and appear on the Prime Material Plane only as the result of an arcane magical ritual. For many years, it was believed that vaaths actually fed upon the fear and suffering of others. The idea that the monster acted out of a basic need, something akin to hunger, somehow softened the repulsion of its deeds. This optimistic theory was dispelled a few years ago—the horrific vaath simply... are.

Vortex Spider

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8)
TREASURE:	Nil (E)
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	9 (15 in web)
HIT DICE:	7 + 4
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Poison, web
SPECIAL DEFENSES:	Chameleon ability in web
MAGIC RESISTANCE:	15%
SIZE:	Large (12' long)
MORALE:	Average (10)
XP VALUE:	2,700

Vortex spiders have the basic shape of the phase spider, from which they evolved, but the similarities between the two species end there. Vortex spiders are covered with a thin chitin that is blue-gray in color but with several patches of a dull waxy color and texture. They are only seen in this fashion, though, when forced out of their natural habitat for some reason. Their color can change to blend in with their web when they are skittering about its edges or even resting within the central tangle of its magical strands.

Combat: The webbing of a vortex spider is completely invisible amidst the mist-smoke of the Demiplane of Time, and it is made resilient with pure temporal energy, spun from the mist-smoke that permeates the entire pseudo-plane. As such, it is detectable by a *detect temporal anomaly* spell, and to the caster of such a spell, it stands out sharply, even against the considerable background turbulence of a vortex.

The web usually spans a diameter of up to 50 feet, making it too small to fit entirely across any but the smallest vortices. Most often it can be found spread across a section of the vortex's wall. Once the web has been spun, the spider hides in one corner of it, its chameleonlike ability to alter its coloration to match that of the surrounding mist-smoke making it invisible to anyone who fails a saving throw vs. rod/staff/wand.

While a vortex is the most common place to find a vortex spider (thus the obvious source of the name), they can sometimes be found stringing their web among the lifelines of the Demiplane of Time as well. They are less commonly encountered here, though, due to the vastness of the timestream. One reason the spiders tend to stick to the vortices is that these are so heavily traveled. Another is that the swirling mist-smoke makes it even harder for a traveler to spot the spider's web. If the web is spun within a vortex, the save needed to spot the spider in it is made at -4. Another reason for the spider to make its home in a vortex is its ability to travel straight up and down the vortex sides, an option most creatures do not have.

The webbing is not adhesive in the way normal spider webs are, but any creature which touches it suffers from an effect similar to a *slow* spell, since time around them has been warped to move slower. Since this is different from a normal *slow* spell, the chronomancer immunity to chronomantic spells does not apply here. A bite from the spider causes only a small



amount of damage, but the poison must be saved against at a -2. The poison causes instant death, and those who successfully save vs. poison still take 20 points of damage.

Habitat/Society: The vortex spider can create a home for itself anywhere on the Demiplane of Time, but it prefers to spin its web in a vortex. It traps other creatures for food, such as temporal dogs, small temporal gliders, and unwary time travelers. While it may be slow intellectually, the spider is not stupid, and it ignores large gliders or other creatures that are simply too big to net. If a tether beast manages to wander into a vortex spider's webbing, the spider immediately takes off for parts unknown and seeks out a new home. Finding an empty web is uncommon, though, since the enchanted strands quickly disintegrate without the vortex spider's constant upkeep.

One corner of the vortex spider's webbing contains the remains of victims as well as their possessions. The spider likes to hide this section away from prying eyes, as humans who see the pile of bones and treasure should immediately realize just how much danger they might be in. Still, the spider knows the value of these trinkets, although it has little use for them personally. It is cunning enough to sometimes place an interesting-looking item or two in part of the web easily visible from the vortex's wall. More than one unwary adventurer has grabbed at such obvious bait, only to find himself outmatched by the web's devious owner.

Ecology: Vortex spiders evolved from the phase spider, and they can exist only on the Demiplane of Time. Some wizards have theorized that the origin of this rather unique species is rooted in a temporal accident in the far past. A colony of phase spiders must have been caught up in the eye of an impending timestorm while phasing, trapping them in the Demiplane of Time. Once they found themselves on this pseudo-plane, they carved out a niche for themselves in the local food chain and managed not only to adapt, but to survive and thrive.

CLIMATE/TERRAIN:	Living Caverns, ruins	Memory Caverns, ruins
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Semi (2-4)	Very (11-12)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1-8	1
ARMOR CLASS:	9	2
MOVEMENT:	6	3 (leap 18)
HIT DICE:	¼ to 6	6
THAC0:	to 2 HD: 19 3-4 HD: 17 5-6 HD: 15	15

NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See below	1d6
SPECIAL ATTACKS:	Lightning	Nil
SPECIAL DEFENSES:	See below	Half damage from nonmagical weapons or fire

MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (1'-7')	See below
MORALE:	Average (9-10)	Elite (13-14)
XP VALUE:	650 to 2,000	3000

Living webs, also known as *carnivorous webs* or *duleep*, are omnivores that roam subterranean caverns and deserted ruins.

These small, amorphous creatures resemble thick gray sheets, strands, and filaments of dusty cobwebbing. They lack visible sensory organs and specialized body parts. They appear to consist of colonies of microscopic, identical cells.

Combat: The touch of a living web delivers an electrical shock. This attack causes a minimum of 1d4 points of damage. Webs of 3 to 5 Hit Dice inflict 1d6 points of damage, while those of 6 Hit Dice inflict 2d4 points of damage.

Living webs can fire a miniature *lightning bolt* (20 yard range, 3d4 points of damage) up to twice per turn. Living webs with less than 9 hit points can fire only one *lightning bolt* per turn. All web fragments have this power, thus a living web cut in two can fire four such bolts per turn.

Living webs absorb all electrical energy, whether natural or magical, and permanently gain 1 Hit Die for each 8 hit points of electricity absorbed. Such energy causes the web to visibly grow.

They are unaffected by fire, water, heat, and cold attacks. Blows from edged weapons inflict full damage upon these creatures; such blows divide them into two smaller wisps. Each has half the parent's remaining hit points and will continue to advance on the prey. Blunt weapons cause only half damage as the living web stretches to absorb the damage without tearing. Note that separation occurs only as a result of an opponent's attack or an accident; living webs cannot voluntarily divide.

Living webs attack instinctively; they are unaffected by *fear*, *repulsion*, or similar spells.

Habitat/Society: These creatures are nomadic omnivores that perpetually roam subterranean and wilderness areas. They prefer locations such as caverns and ruins, places full of normal webs that living webs can hide among. They spend their lives in endless search of plant life, carrion, and live prey. Ingested matter is converted into the electrical energy they use for movement and attacks.



Despite a lack of visible sensory organs, the living web can sense vibrations, variations in heat, and the presence of other living webs. Such senses have a maximum range of 90 feet.

They seem to flow over surfaces, moving like caterpillars on millions of tiny filaments. The filaments can fuse together into a larger, denser mass. Living webs can climb walls and ceilings of any material. They never slip, and they grasp a surface so strongly that they cannot be removed by any physical or magical attack that fails to slay them.

Though living webs move and act independently, they sense the direction and size of other living webs within 90 feet. If a living web detects another web with less than 9 hit points, it attempts to join together with the weaker web. If successful, it adds the hit points and Hit Dice to its own total, up to a maximum total of 6 Hit Dice.

Habitat/Society: Living webs are useful for their role in killing vermin. They may be caught and used for guards in normally unused section of habitats and caverns.

Memory Web

This creature is a mass of fibers resembling those created by a *web* spell; it has similar but not identical attributes. It can hide by compressing itself into a tight ball. It attacks by leaping up to 180 feet, spreading out into a circular web 20 feet in diameter. The web does not need anchor points. Anyone caught by the memory web has the same chance of breaking free as if escaping a normal web. As the web constricts, enwrapped creatures suffer 1d6 points of damage per round until they escape, die, or the web is destroyed. A memory web suffers only half damage from nonmagical weapons or fire.

Memories of slain victims are absorbed by the memory web. If the web is destroyed, it will emit all the memories gained during the previous day in the form of a telepathic shock wave. The memories lodge in the minds of all creatures up to 200 feet from the web and take the form of dreamlike recollections. Some details will be clear, others beyond recall.

Weredragon

CLIMATE/TERRAIN:	Any land, usually urban
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Special
ALIGNMENT:	Chaotic, neutral or good

NO. APPEARING:	1
ARMOR CLASS:	1 (base)
MOVEMENT:	9, Fl 30 (C), Jp 3
HIT DICE:	13 (base)
THAC0:	9
NO. OF ATTACKS:	3 (Human: 1)
DAMAGE/ATTACK:	1d6/1d6/4d6 (Human: By weapon)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	variable
MAGIC RESISTANCE:	variable
SIZE:	M (human) or H (24' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable

Weredragons, as many folk tales attest, are beautiful human women transformed into dragons—or, more accurately, a race of dragonkind that can assume female human form whenever they desire. Weredragons usually live among humankind, revealing their dragon forms only in times of personal peril or great crisis.

In human form, a weredragon appears as a healthy human female about 20 to 30 years of age, with a charisma of 16 or more. In dragon form, a weredragon is slim and splendid, usually iridescent blue and silver in hue, and resembles a copper dragon in shape. In either form, a weredragon possesses 60-foot infravision, has *true seeing* up to 15 feet away, and can use *tongues* at will, all from birth. A weredragon retains her full knowledge and awareness in either form, and most are consummate actors, so that humans are usually unaware of the weredragon's true nature.

Combat: Weredragons strike quickly and mercilessly with their razor-sharp claws and tend to sing joyously as they fight (although they can be silent if noise would endanger allies or the success of their own attack). In human form, weredragons prefer to use slashing edged weapons. In either form, a weredragon can employ her spells and special abilities, although use of her breath weapon will force an accompanying change in form.

A change from one form to another takes a short time: one round from human to dragon form, and two rounds for dragon to human form. During this transformation, a weredragon cannot move (except to fall) and can only employ spells or her breath weapon; other actions and attacks are impossible. Such a shapechange rends all known bonds, prisons, clothing, and other confinements, without harm to the weredragon. There is no known limit to the number of times a weredragon may change form in a given time, nor is there any known magical means of preventing the change in form.

Age	Body Lgt.(')	Tail Lgt.(')	Armor Class
1	1–5	1–4	4
2	5–14	4–12	3
3	14–23	12–21	2
4	23–32	21–28	1
5	32–41	28–36	0
6	41–50	36–45	–1
7	50–59	45–54	–2
8	59–68	54–62	–3
9	68–77	62–70	–4
10	77–86	70–78	–6
11	86–95	78–85	–6
12	95–104	85–94	–7



Breath Weapon/Special Abilities: A weredragon only has one breath weapon: a cloud of supercharged, arcing gas 30 feet long, 20 feet wide, and 20 feet high. Creatures caught in the gas must save vs. breath weapon to escape with half damage, or suffer the cloud's full electrical effects.

A weredragon casts spells and wields her magical abilities at 9th level, plus her combat modifier.

From birth, a weredragon can cast *light* and *darkness*, 15' radius (once each every 6 turns) and is immune to electrical attacks. As they age, weredragons gain the following additional powers: Young, *feather fall* twice a day; Juvenile, *blink* twice a day; Young Adult, *protection from normal missiles* once a day; Adult, *teleport* once a day; Mature Adult, *heal* once a day; Old, *wall of force* twice a day; Very Old, *reverse gravity* once a day; Wyrms, *polymorph any object* twice per day; Great Wyrms, *plane shift* once per day. In all cases, a weredragon can affect other beings with the benefits or effects of these powers by touch. Weredragons are immune to all natural venoms and toxins.

Habitat/Society: Much of the history of weredragons as a race remains mysterious. Weredragons tend not to consort with others of their own kind and prefer dwelling in cities or courts to wilderness solitude. They delight in beguiling evil and rapacious men in human form, taking them as suitors or husbands, and then slaying them while in dragon form. In this way, many a weredragon has amassed great treasure. Unlike most other dragons, however, weredragons delight in the gaining of treasure, not in having it. Weredragons often serve or cooperate with good mages, Harpers, and groups and individuals with similar aims or opportunities to preserve, renew, and protect the land.

Ecology: Weredragons are fertile in both human and dragon form. They are always female, and their offspring are always other weredragons. Their name is a misnomer; their natural condition is not the cursed lycanthropy that afflicts other were-creatures. A weredragon cannot be "cured" of her abilities nor transmit them to other creatures by bite or any means.

Weredragons can eat all plant and animal life.

Breath Weapon	Spells Wizard/ Priest	Magic Resistance	XP Value
2d6+1	Nil	Nil	1,400
4d6+2	Nil	Nil	2,000
6d6+3	Nil	Nil	4,000
8d6+4	1/0	Nil	6,000
10d6+5	2/0	0%	9,000
12d6+6	3/0	15%	10,000
14d6+7	3 1/0	20%	11,000
16d6+8	3 2/1	25%	12,000
18d6+9	3 3/2	30%	14,000
20d6+10	3 3 1/3	35%	16,000
22d6+11	3 3 2/3 2	40%	17,000
24d6+12	3 3 2 1/3 3	45%	18,000

Zhentarim Spirit

CLIMATE/TERRAIN:	Any/Zhentarim-controlled areas
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Any evil

NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	Fl 12 (C)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Hit point drain, <i>magic jar</i>
SPECIAL DEFENSES:	+1 or better magical weapon to hit, spell immunities, invisible and noncorporeal at will
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	6,000

A Zhentarim spirit is the essence of a Zhentarim wizard who met with a horrible death at the hands of his or her enemies or treacherous comrades. The spirit of the wizard is extremely vengeful, and by sheer force of will is remaining on the Prime Material Plane until a task is complete or until it takes revenge on those who slew it. Zhentarim spirits are extremely rare, and only the death of a wizard who is greater than 14th level and possessing exceptional Wisdom can bring about the creation of one of these spiteful spirits.

Zhentarim spirits are semitransparent spirits that look somewhat like spectres, and those who confuse the two often end up dead. These spirits appear as they did at the time of their deaths, bearing their fatal wounds.

Combat: Zhentarim spirits can no longer cast spells of any kind, but can converse with Prime Material beings in the languages they knew in life. Zhentarim spirits are not undead in the normal sense of the word—that is, they are not affected by holy water, cannot be turned, and are not connected to the Negative Energy Plane. They are simply being held to the Prime Material Plane by their indomitable willpower, refusing to go to their final rest (or judgment) until their killers have been dealt with. A Zhentarim spirit can become invisible and noncorporeal at will, but must materialize to attack.

Zhentarim spirits primarily target their killers. The attack of a Zhentarim spirit drains the hit points of its victim at a rate of 1d8 per strike. The loss of these hit points is permanent for the target of the spirit's vengeance (its killer or killers), while all others regain lost points normally.

Zhentarim spirits can also take over others through the use of a *magic jar* ability that they can attempt once per round; a spirit can only control one person at a time. A Zhentarim spirit must be within 60 feet to take over the victim. The spirits often use controlled victims to get close to their targets and either kill or injure them. A spirit must relinquish possession of a controlled person before attacking a victim with its draining touch.



Depending on the power possessed by a spirit's intended victim or victims, it will use extreme caution or a straightforward attack. Once those responsible for the death of the spirit's mortal form are dead, the spirit will depart for its judgment on the planes. It is impossible to fool the spirit about the death of its victim—it will know if that person (or group of people) is truly dead or not.

Destroying Zhentarim spirits is a difficult task, as they reform by force of will after 100 days if reduced to fewer than 0 hit points. The only way to completely destroy Zhentarim spirits is to kill them using a *finger of death*, *power word kill*, or *wish*. They receive any saving throws normally allowed against these spells.

Zhentarim spirits are immune to all spells except *magic missile*, *protection from evil*, *finger of death*, *power word*, *kill*, and *wish*; all others simply pass through the creatures as if they were immaterial. They are also immune to weapons of less than +1 enchantment and take only normal damage from a *mace of disruption*.

Habitat/Society: The determination of Zhentarim spirits to annihilate their killers is exceptional, and these creatures defy final judgment for indefinite and extended periods to exact their revenge. This is done through these spirits' force of will (minimum Wisdom of 16), aided by their connection with the magical arts (minimum of 14th-level wizard).

These spirits have so far been linked only with wizards of the Zhentarim, and many think the tendency of Zhentarim wizards to form these spirits is attributable to magical means that they use to extend their lives. A vengeful Zhentarim spirit is formed one to two days after the death of an appropriate Zhentarim wizard, and it immediately sets about planning its revenge.

Ecology: Zhentarim spirits have no need for sustenance or rest, and they continuously seek the destruction of their killer or killers. These spirits exist on the Prime Material Plane until their victim dies or they are destroyed.

Index

About this Index: This is a cumulative index of the MONSTROUS MANUAL Tome and the first three MONSTROUS COMPENDIUM Annuals. Listings are alphabetical, except that in sublists the primary monster is listed first (for example, in the **Ghoul** entry, the sublisted entry "Ghoul" precedes "Ghost").

Monsters heading their own page are in **bold** type. Other entries are in normal type, with four exceptions. References to materials other than monster descriptions, such as tables and forms, are in **SMALL CAPS**. Secondary list titles within a major topic are in *italic*. For example, the **Dragon** entry has secondary lists for the *chromatic*, *gem*, and *metallic* dragons, etc.

References to alternative names are given in *italic* type and have the notation *aka* (also known as), for example: "Svirfneblin" are also called *deep gnomes*.

Variations of monsters that are not fully detailed are also given in *italic* type. For example, many "Beholder-Kin" are detailed in past works not currently available; some are briefly mentioned in the MONSTROUS MANUAL entry **Beholders and Beholder-Kin**.

If a monster description is included under another name (e.g. a "Vodyanoi" is an aquatic **Umbra** **Hulk**) then the listing of the parent page is given in parenthesis, as follows: Vodyanoi (**Umbra Hulk**).

Finally, some closely related monsters are linked by the notation *see also*.

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